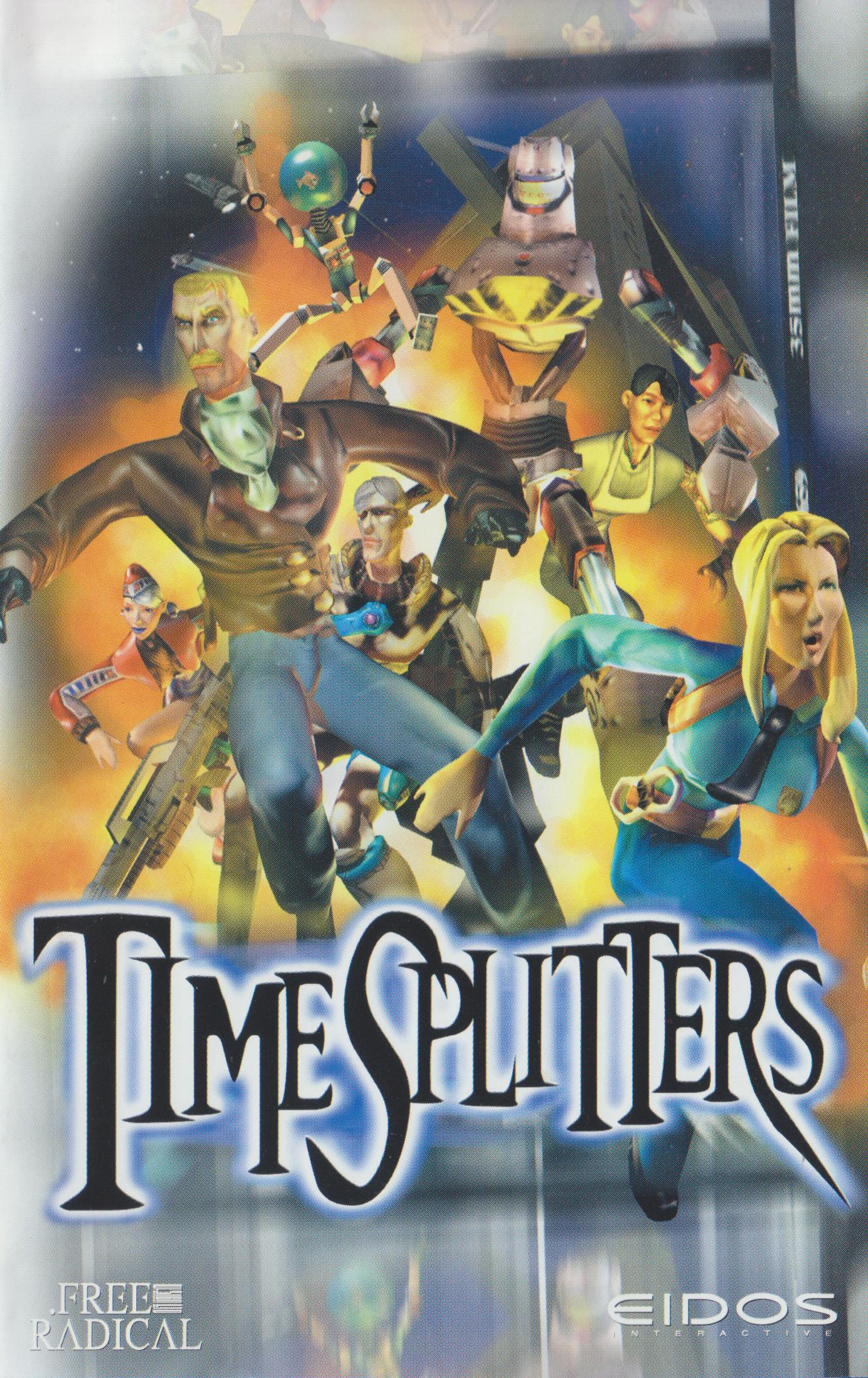
TimeSplitters
.FREE RADICAL
EIDOS
INTERACTIVE

## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

**See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.**

SLES-50063

1 or 2 Players • Memory Card (8MB) (for PlayStation® 2): 120KB minimum • Multitap (for PlayStation®2) adaptable: 1 - 4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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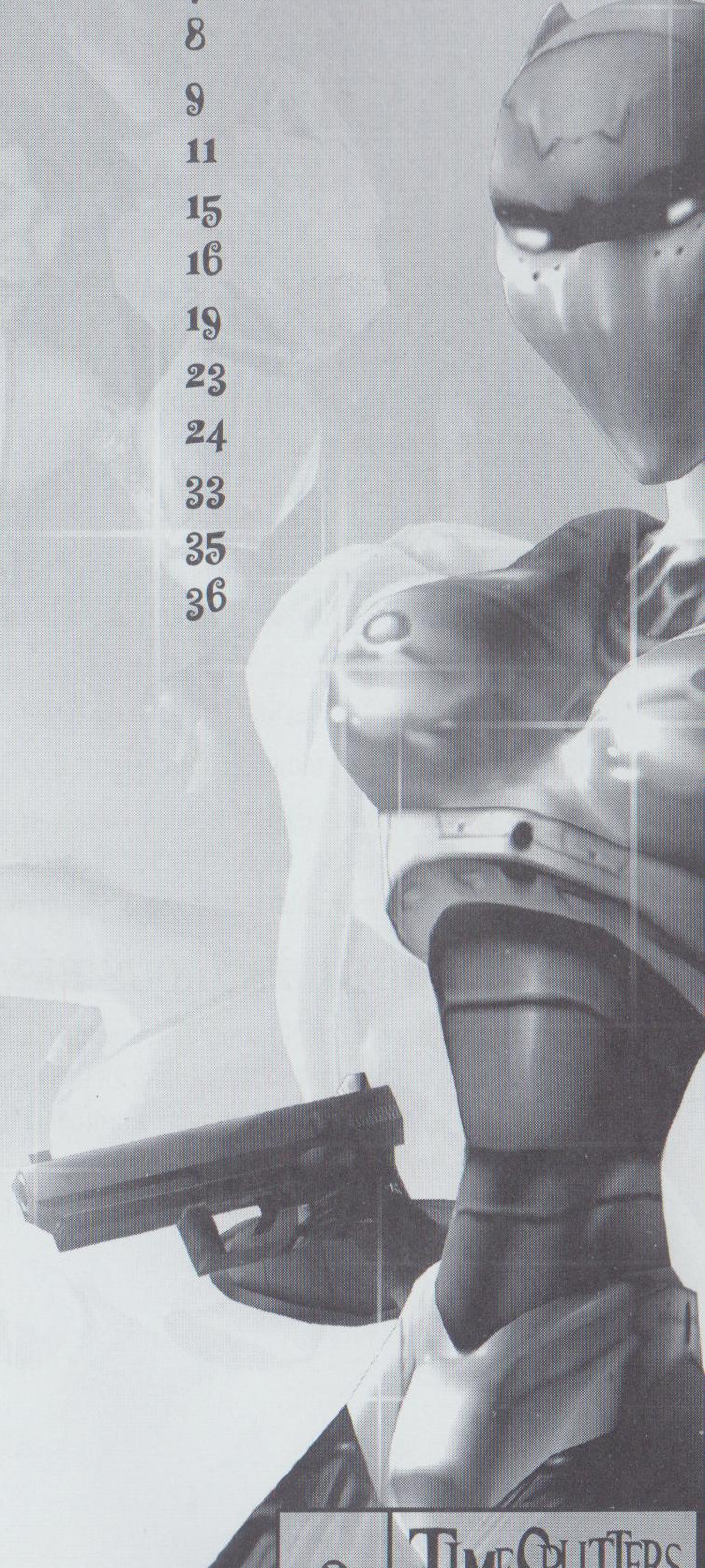
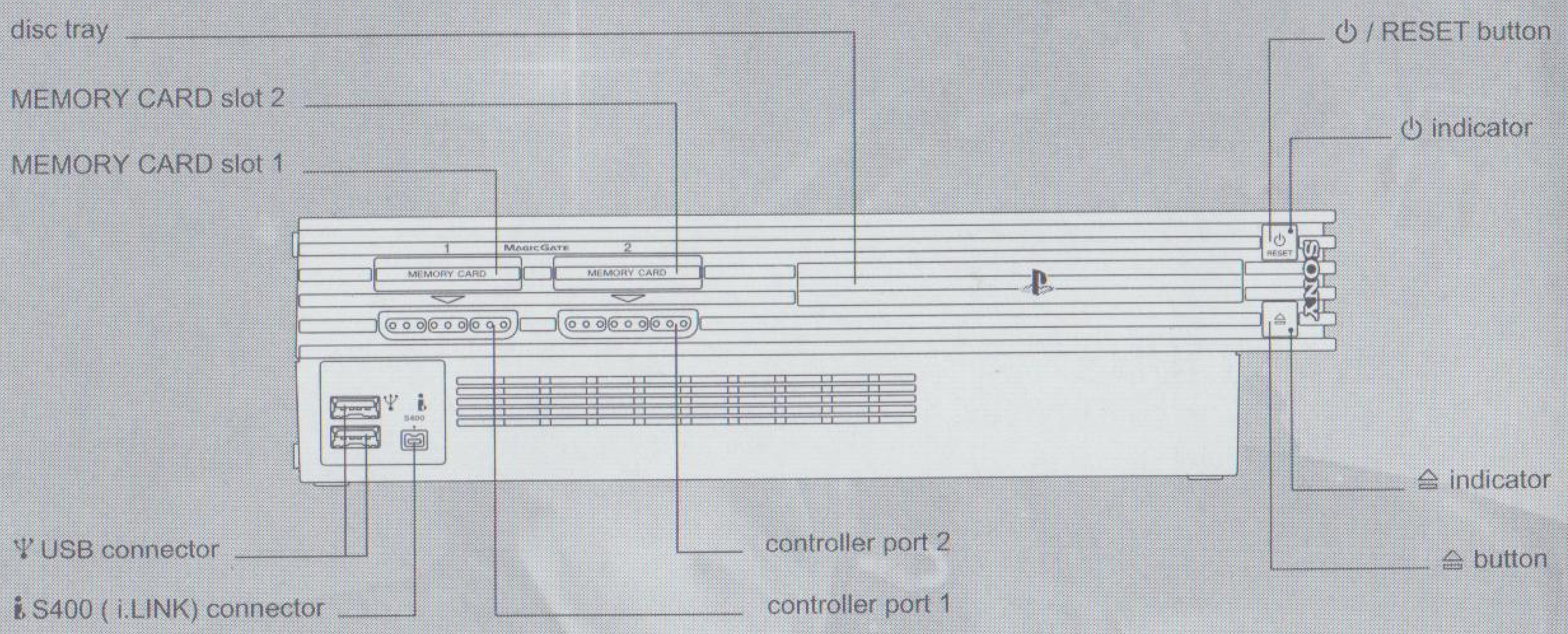


# GETTING STARTED




Set up your PlayStation®2 console according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the ⏏ button and the disc tray will open. Place the Timesplitters disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to save your progress in the game then please make sure there is enough free space on your memory card (8MB) (for PlayStation® 2) before commencing play.

It is advised you do not insert/remove controllers or accessories once the power is turned on.

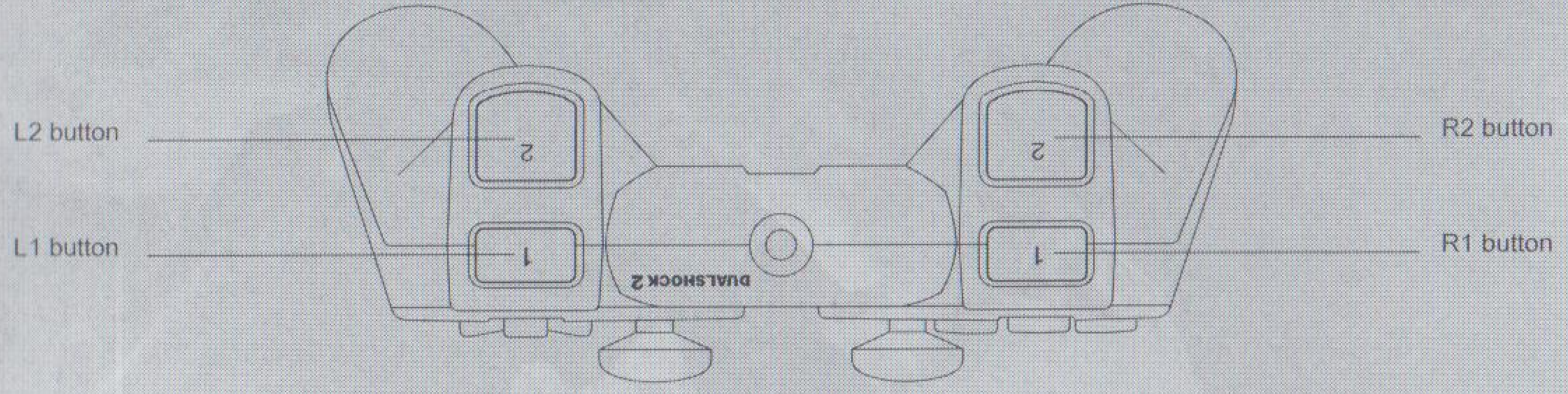
Finally, ensure you have at least one analog controller (DUALSHOCK®2) connected. For 2-player ensure that an analog controller (DUALSHOCK®2) is inserted in controller port 1 and controller port 2. (Note: this game is not compatible with the digital controller.)

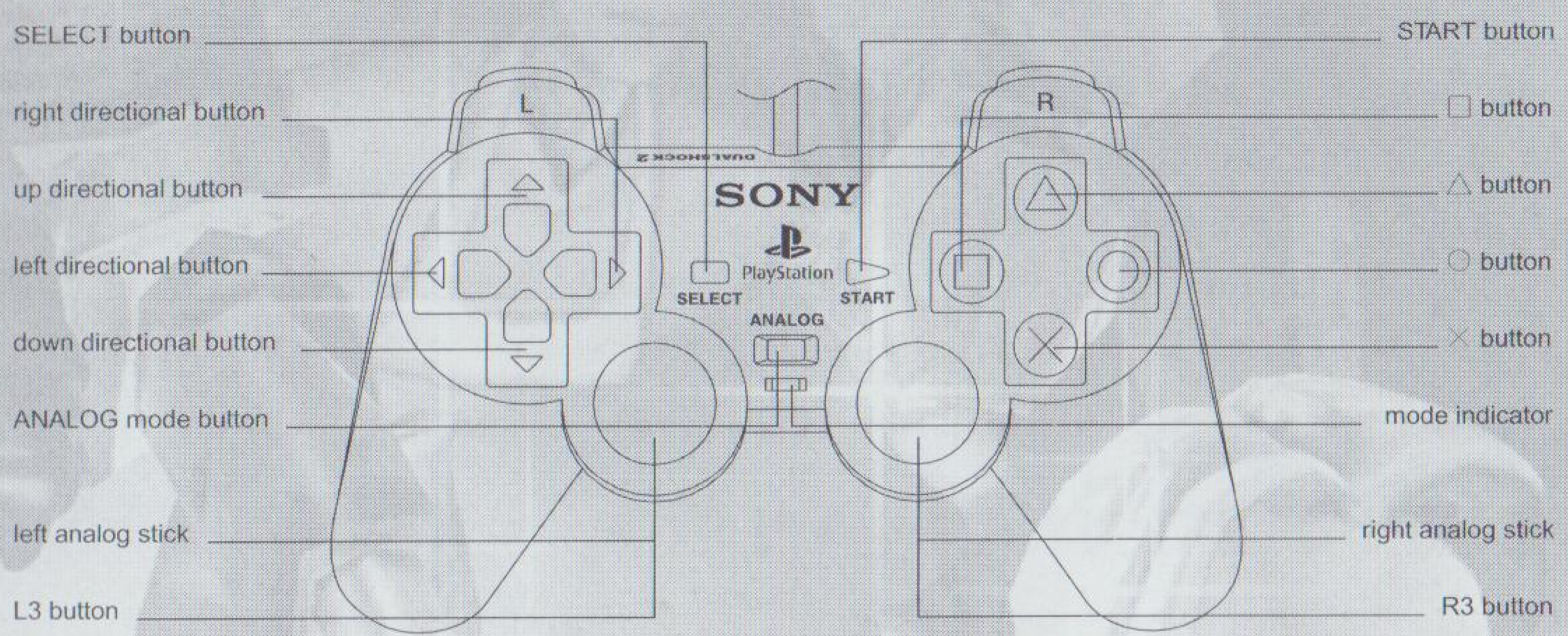
## 3-4 PLAYER SIMULTANEOUS PLAY

A multitap (for PlayStation®2) (sold separately) will allow up to four people to play at the same time. Please connect the multitap (for PlayStation®2) to controller port 1. When using a multitap (for PlayStation®2) make sure that an analog controller (DUALSHOCK®2) is always connected to controller port 1-A. Hence for a three-player game connect an analog controller (DUALSHOCK®2) to controller port 1-A, controller port 1-B, and controller port 1-C.

# STARTING UP

## ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS




## MENU CONTROLS

Use the following controls to navigate around the menus in TimeSplitters:

| | | |
|---|---|---|
| Use the directional buttons to highlight the option of your choice. | Press the ✕ button to confirm selection of the highlighted option. | Press the △ button to cancel or return to the previous screen. |

## GETTING STARTED

After you have carried out the instructions in "Setting up", the game will load to the title screen where you can select the number of players. Use the LEFT directional button and RIGHT directional button to highlight the number of people who will be playing the game (remember the maximum number depends on how many analog controllers (DUALSHOCK®2) you have plugged in) then press the ⊗ button to proceed.

NOTE: A self-running demo starts from the title screen after a short time of inactivity. During the demo you can exit back to the title screen by pressing the ⊗ button or △ button.

The "Sign On" screen will now appear. This is where you can select players. You can choose to create a new player or load an existing player from memory card (8MB) (for PlayStation®2).

## CREATING A NEW PLAYER

To create a new player select "New Player" and then press the ⊗ button. Enter the player name as follows: use the directional buttons to select a letter, and use the ⊗ button to insert the selected letter. If you make a mistake select "DELETE" to delete the previous character. When you have entered the player name select "END" to finish. You will now be given the option whether to save the new player to memory card (8MB) (for PlayStation®2) or to not save at all.

Press the △ button to cancel the operation entirely and return to the title screen. .

## LOADING AN EXISTING PLAYER

Firstly, ensure that you have the relevant memory card (8MB) (for PlayStation®2) inserted into a MEMORY CARD slot.

If you have more than one memory card (8MB) (for PlayStation®2) inserted you can select which to read. Simply use the directional button to highlight the memory card (8MB) (for PlayStation®2) you wish to read and press the ⊗ button.

Once the player information has been successfully read a message appears stating "Signons loaded". Press the ⊗ button to continue.

If no signon information exists on the memory card (8MB) (for PlayStation®2) then you will need to create a new player. See the previous section for "Creating a New Player".

Finally, if you selected 2-4 players then each player will need to follow the same sign on procedure as described above.

# THE GAME MODE SCREEN

A screen will now appear headed "Select Game Mode". Choose one of the three game modes as listed below. Note that all of these modes can be played by a single player or by up to four players simultaneously.

## STORY

This is a mission-based game mode that allows you to play different characters in different locations spanning a century from 1935 to 2035. As you complete each mission further missions will open up to you until the game is complete. Story mode can be 1-2 player with the 2-player cooperative mode adding a new dimension to the gaming experience.

Playing Tip: Completion of some missions will give you access to hidden cheats and bonuses in the Arcade mode.

Important Note: You must complete a certain amount of levels before other levels will be made available to you.

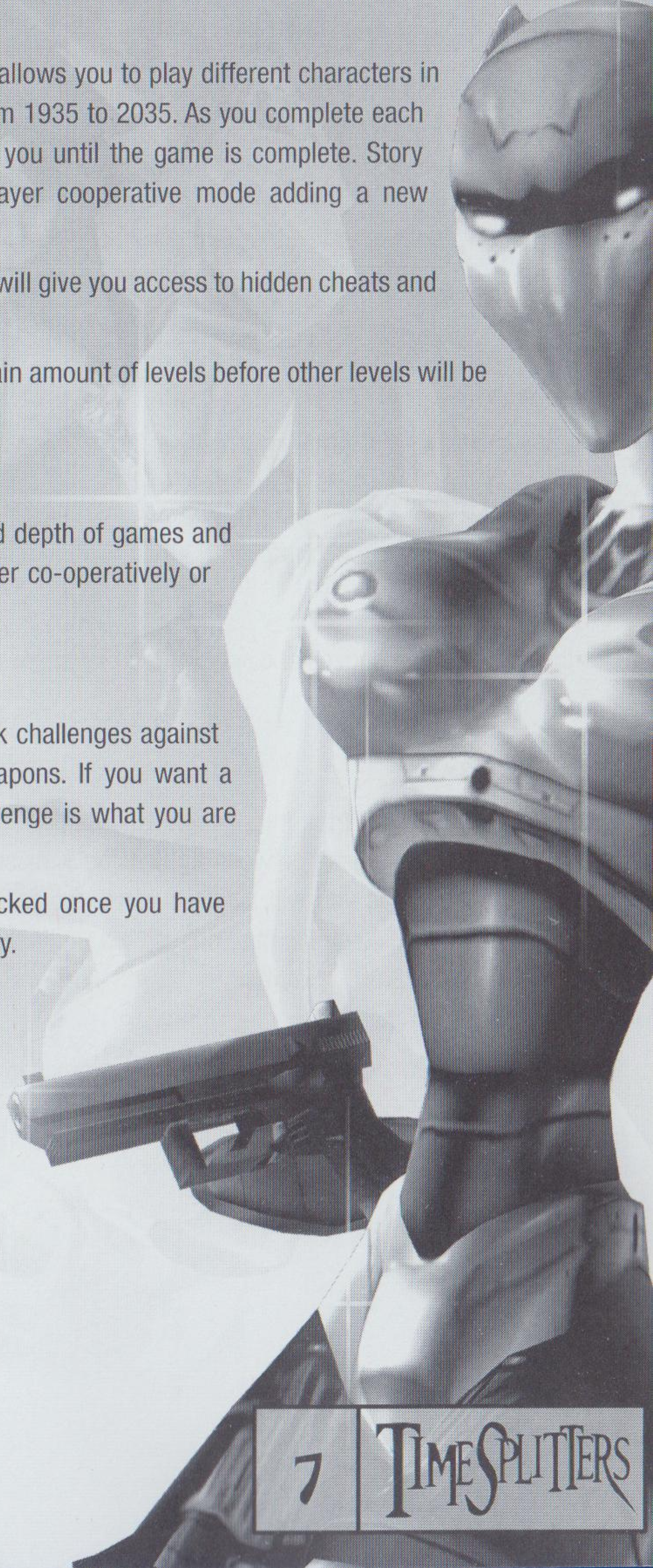
## ARCADE

This game mode offers a wide variety and depth of games and options. You can play upto 4-players, either co-operatively or head-to-head.

## CHALLENGE

This game mode offers a number of quick challenges against pre-selected enemies, locations and weapons. If you want a quick and interesting blastfest then Challenge is what you are looking for.

Important Note: Challenge mode is unlocked once you have completed all levels in Story mode on Easy.



## VIEW STATISTICS

Displays the statistics for players. Use the LEFT directional button and the RIGHT directional button to select a player. For each player you can view the statistics for each of the game modes (Story, Arcade, Challenge) or an overall summary of all game modes. Use the LEFT directional button and the RIGHT directional button to move between statistics for each game mode.

## AUDIO/VIDEO OPTIONS

Use the UP directional button and DOWN directional button to highlight one of the following and the LEFT directional button and RIGHT directional button to change its setting:

**"MUSIC"**

Set the background music to either "On" or "Off".

**"MUSIC VOLUME"**

Sets the volume for the music

**"SOUND"**

Set the sound effects to either "On" or "Off".

**"SOUND VOLUME"**

Set the volume for the sound effects

**"SCREEN ADJUST"**

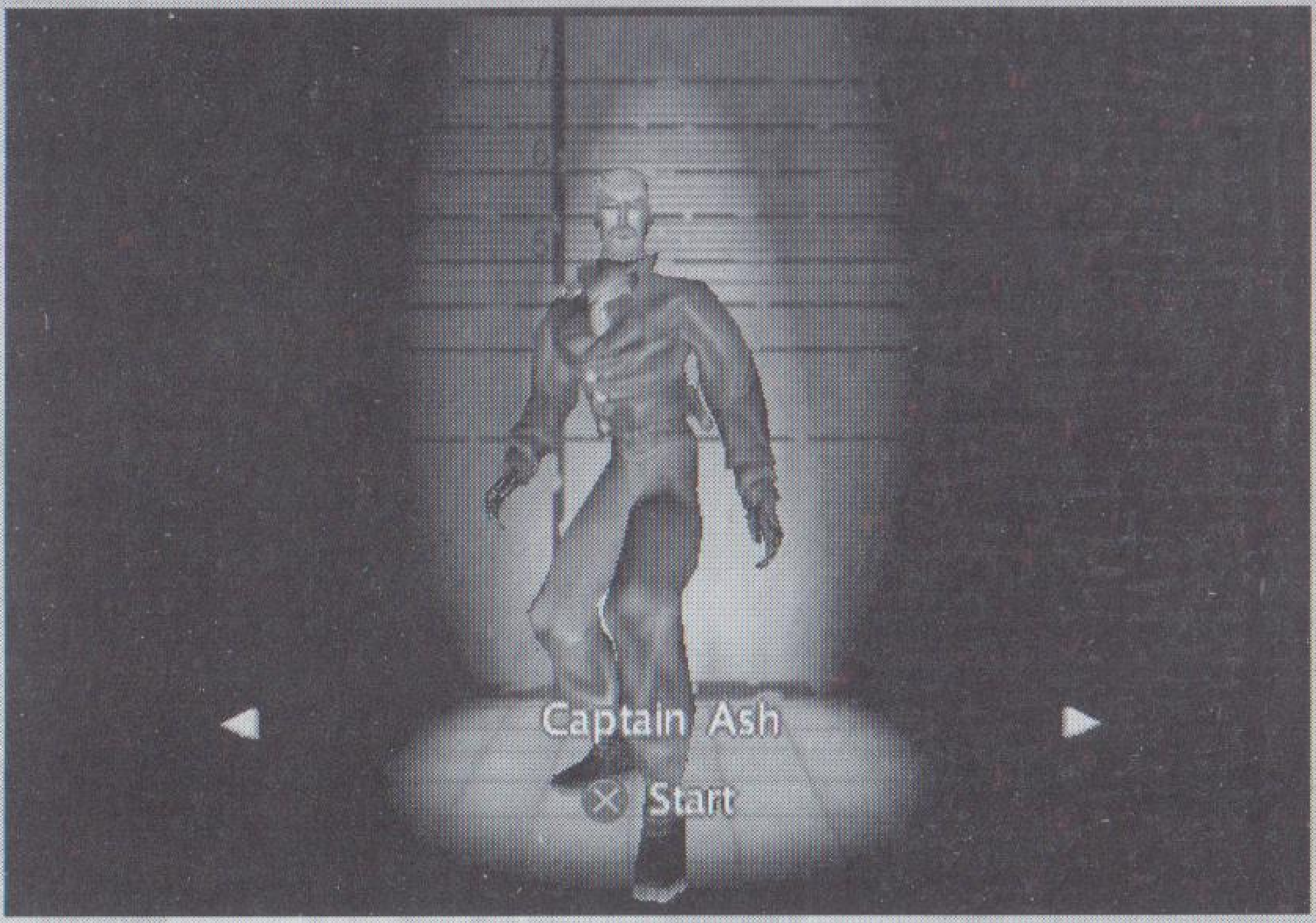
Use this to adjust the horizontal display of the picture so that the screen is centred correctly.

# STORY

This is where you choose the mission you wish to play. Use the LEFT directional button and RIGHT directional button to choose between the available missions, each identified by a unique year. On completion of missions you will unlock further levels. This screen is also where you choose the difficulty setting for the coming mission, use the UP directional button and DOWN directional button to highlight either: "Easy", "Normal" or "Hard". For every mission your best time for each difficulty setting is shown on the right.

Once you've chosen a mission and the difficulty, proceed by pressing the ⊗ button.

## THE CHARACTER SELECT SCREEN




For each mission you have a choice of controlling one of two characters. Use the LEFT directional button and RIGHT directional button to select the character you wish to play then press the ⊗ button to play an animation of that character. If you wish to continue and play this character press the ⊗ button to start, otherwise press the △ button to cancel.

The selected mission will now load and you will be in the game. Please consult the "Ingame" section for further instructions.

# ARCADE

Use the LEFT directional button and RIGHT directional button to select a level in which to participate. Use the UP directional button and DOWN directional button to highlight one of the following game types then press the ⊗ button to confirm its selection. Please note that not all levels will be available when you play the game for the first time. You can unlock further levels by completing missions in the Story.

The game types are as follows:

## DEATHMATCH

Kill as many combatants as possible and try to avoid being killed. The person or team with the most number of kills at the end of the game wins.

Playing Tip: Some people prefer to keep moving whilst others prefer to hide and wait.

## BAGTAG

The game begins with a bag placed at a random location on the map. You pick up the bag by running over it; it will stay in your possession until you are killed. The player or team who has been in possession of the bag for the longest total time when the game ends is the winner.

## CAPTURE THE BAG

Each team has a bag, and a base that appears as a circle on the floor in their team colour. The objective in this game is to infiltrate the other teams (either human opponents or bots) base and steal their bag. The bag will be coloured the same as your opposition. Once the bag has been captured you must return to your own base as soon as possible. If you are shot, you drop the bag. Of course, your enemy is attempting to steal your bag so you need to decide when is best to defend and when best to attack. If your bag is captured you will need to hunt down the enemy who is holding the bag and kill them. If killed they drop the bag. You need to collect the bag to restore it back to its original location in your base.

Playing Tip: Collecting your own bag will automatically transport it back to its original position - you do not have to carry it back through the level.

## KNOCKOUT

The aim here is to collect an object from a certain location in the map and return with it back to the start point. The person or team who has collected the most objects by the time the game ends is the winner.

Playing tip: If you shoot the opposition and they are carrying an object then they will drop the object. You can collect the dropped item thus saving you time.

## ESCORT

The object of this game is to ensure the safety of an item as it travels through hostile territory. You must repel ALL enemies and prevent the item from taking on too much damage.

## LASTSTAND

Your objective here is to stay alive for as long as possible whilst protecting bases from hostile attacks and all the time against increasingly difficult odds. The player or team who survives the longest is the winner.

# ARCADE OPTIONS

Once you have selected a game type the arcade options screen appears. The following options can be highlighted with the UP directional button and DOWN directional button and their settings changed with the LEFT directional button and RIGHT directional button.

**"SCORE LIMIT"**

This is the number of "kills" or "points" a player or team must attain to win the game.

This option is not available in BagTag, Escort or Last Stand.

**"SCORE METHOD"**

Select whether scores should be displayed as Kills or Kills-Losses.

This option is only available for Deathmatch.

**"TIME LIMIT"**

This is the maximum duration of the game in minutes. If this time is reached, play stops and the player or team with the greatest score is the winner.

This option is not available in Escort or Last Stand.

**"BAG CARRIER CAN SHOOT"**

If you want to make BagTag games that little bit harder select NO so that the Bag Carrier is defenceless thus making it harder to keep hold of the bag for longer. Otherwise, select YES so that the Bag Carrier can shoot as normal.

This option is only available in BagTag.

**"TEAMPLAY"**

Set this to "Yes" to play with a team of bots or "No" to play everyone man for themselves.

This option is available for Deathmatch and Bag Tag. Note: Capture-the-Bag and Escort are automatically team-based games (whether with other human players or computer-controlled players) hence this option is not required.

**"FRIENDLY FIRE DAMAGE"**

This option is only selectable if you are playing in teams. If Friendly fire damage is enabled then you can wound and even kill your team-mates if you shoot at them, be it an accident or not. When it is disabled team-mates are impervious to one another's weapons.

**"ALWAYS START WITH GUN"**

This option allows you to specify whether you start a level already equipped with a weapon or whether you need to find one.

This option is not available in Last Stand.

**"DISPLAY RADAR"**

Set this to "Yes" or "No" to enable or disable the onscreen radar that alerts you to the relative positions of your friends and enemies.

**"ONE SHOT KILL"**

If this is set to "Yes" then a single on-target shot from any weapon will instantly kill the victim.

This option is only available in Deathmatch.

**"HANDICAPS"**

Specify whether handicaps will be used for some players in the ensuing battle.

Note: In the Character Selection screen once a character is first selected the handicap can be set from Rookie (very high damage protection) to Hero (very low damage protection).

**"WEAPON SET"**

You can select up to five different weapons for use in each arcade game. To select a weapon preset use the LEFT directional button and RIGHT directional button. To view weapon sets and/or customise the weapon set press the ⊗ button. See the "Setup Weapons" section below for further instructions.

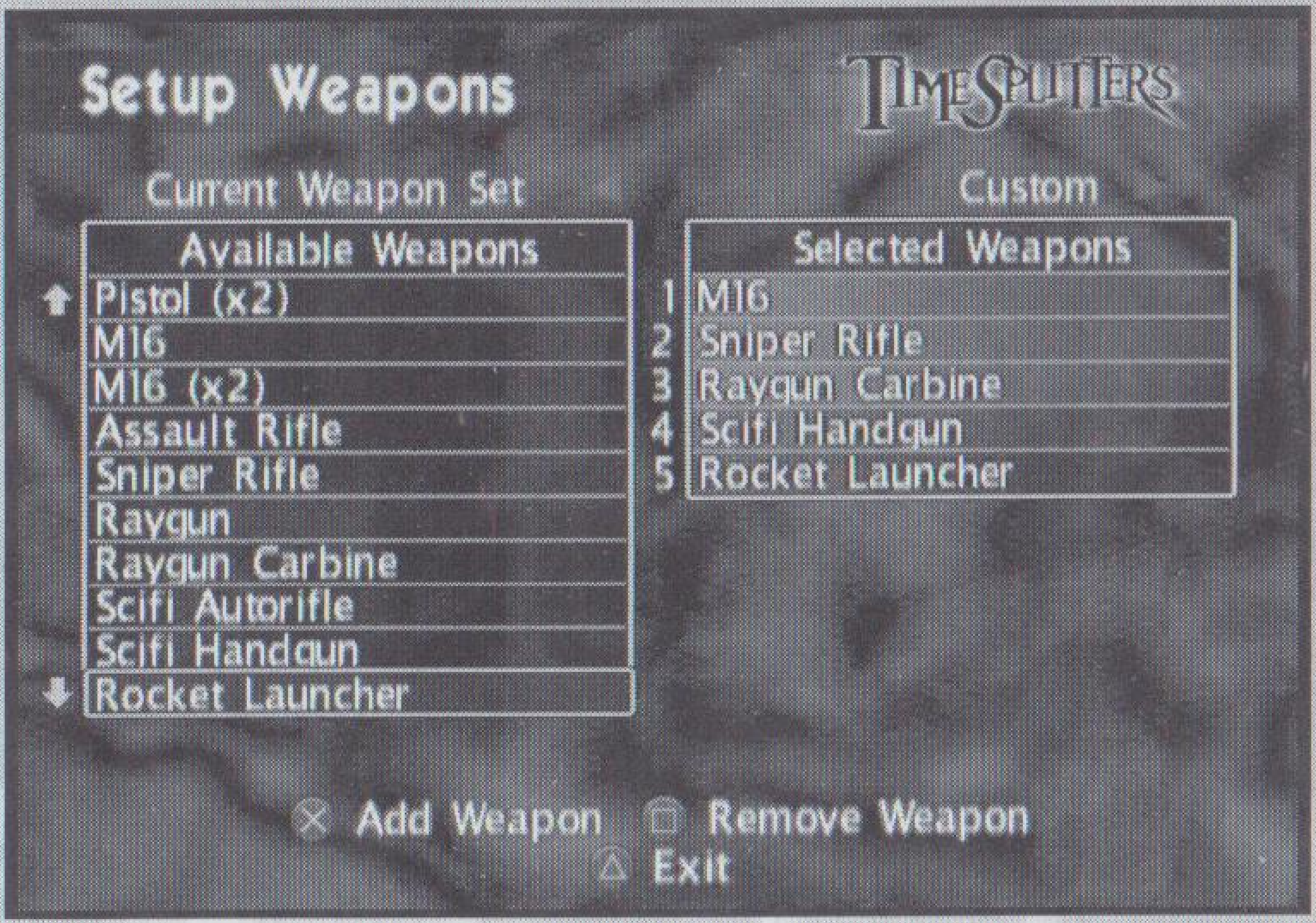
**"BOT SET"**

You can select the team of bots (computer controlled players) that will be included in the game. To switch between presets use the LEFT directional button and RIGHT directional button. To see which Bots are available in each set and/or customise a bot set press the ⊗ button. See the "Bot Set" section below for further instructions.

**"GO!"**

Highlight this and press the ✕ button to accept the current game options and to move on to the character selection screen.

## SETUP WEAPONS



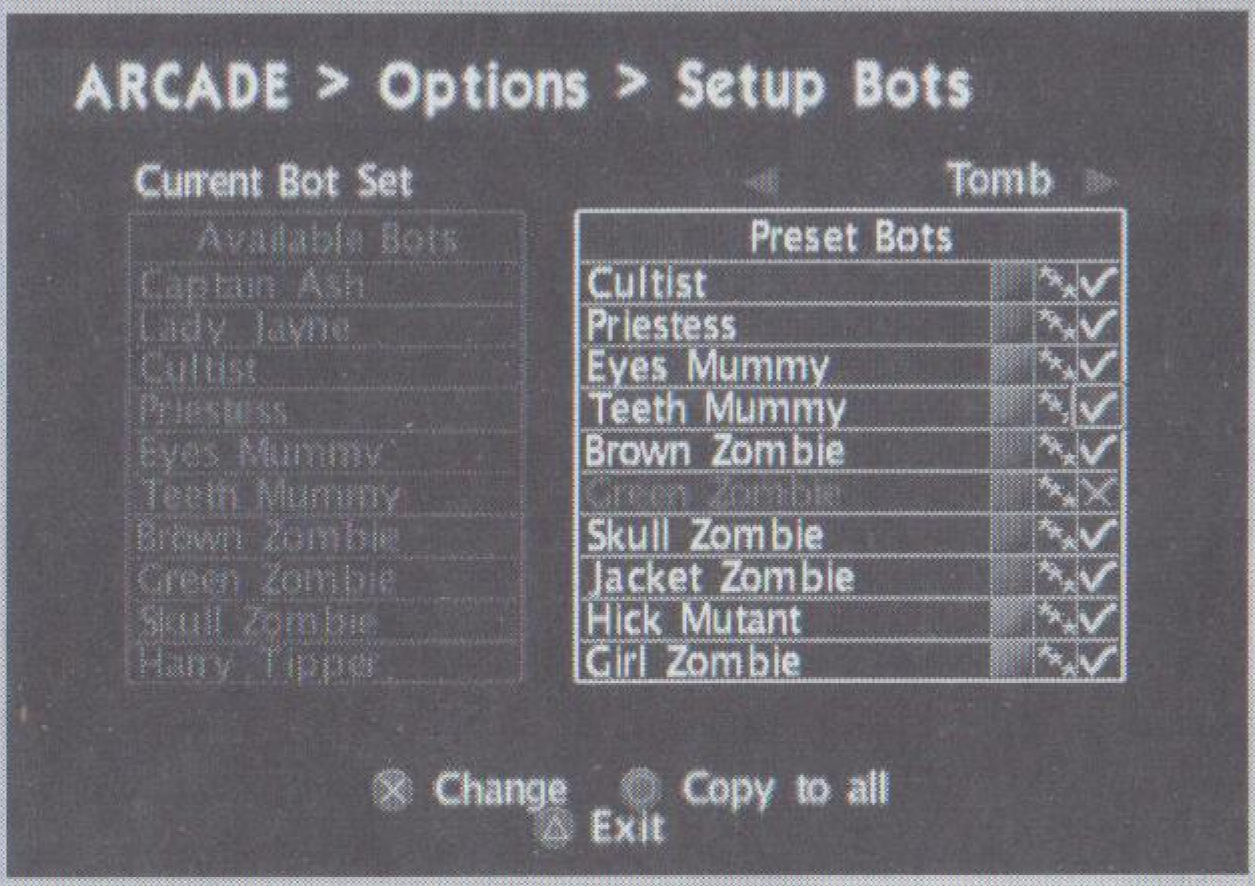

The current "Weapon Set" is shown at the top. Use the LEFT directional button and RIGHT directional button to change the bot set.

The weapons which make up each set are listed on the right Note the maximum number of weapons in a selection is five.

To create your own selection of weapons first set "Current Weapon set" to "Custom" and press the ✕ button. Then use the UP directional button and DOWN directional button to highlight a weapon from the list on the left, press the ✕ button to add the highlighted weapon to your selection or press the □ button to remove the last weapon from your selection.

Once you have finished selecting a weapon set press the △ button to return to the arcade options menu.

# SETUP BOTS

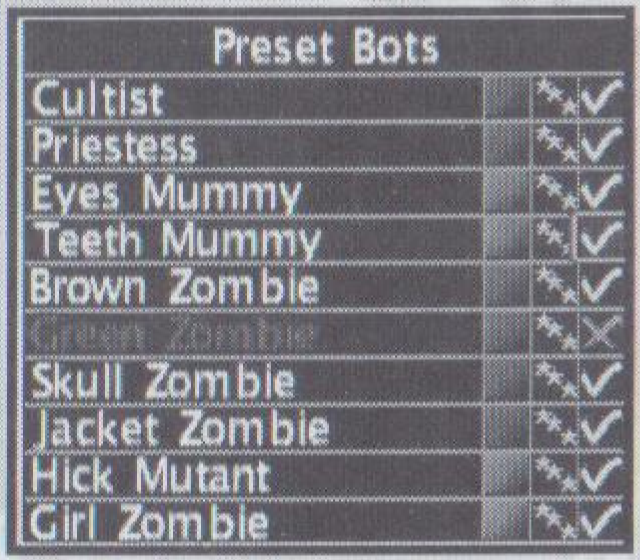



The currently selected "Bot Set" is shown at the top. Use the LEFT directional button and RIGHT directional button to change the botset. The Bots which make up each set are listed on the right Note the maximum number of bots in a selection is ten.

To create your own selection of bots first change "Bot Set" to one of the "Custom" sets and press the ⊗ button. You'll notice two lists below that: on the left is the "Available Bots", this is the full list of all bots currently selectable in the game; on the right is "Selected Bots", this is the list of bots selected for inclusion in the current Bot Set. Use the directional buttons to highlight one of characters from the Available Bots list on the left then press the ⊗ button; now use the UP directional button and DOWN directional button to select a slot in the list of Selected Bots on the right then press the ⊗ button to insert the bot into the list.

You can move bots within your selection by selecting them with the ⊗ button then highlighting a new slot then pressing the ⊗ button again. You can remove a Bot entirely by highlighting its position in the list then pressing the ◻ button.

# BOT SETTINGS




Each Bot in your selection has three attributes you may change: (from left to right) Team (in a Deathmatch this attribute is only available when the "Teamplay" option has been chosen. See Arcade Options menu for more details on how to do this), Skill and On/Off. Select a Bot from the list then use the LEFT directional button and RIGHT directional button to highlight one of these attributes:

1 A coloured square represents the bot's team (either Red, Blue, Yellow or Green). Press the ⊗ button to cycle between them.

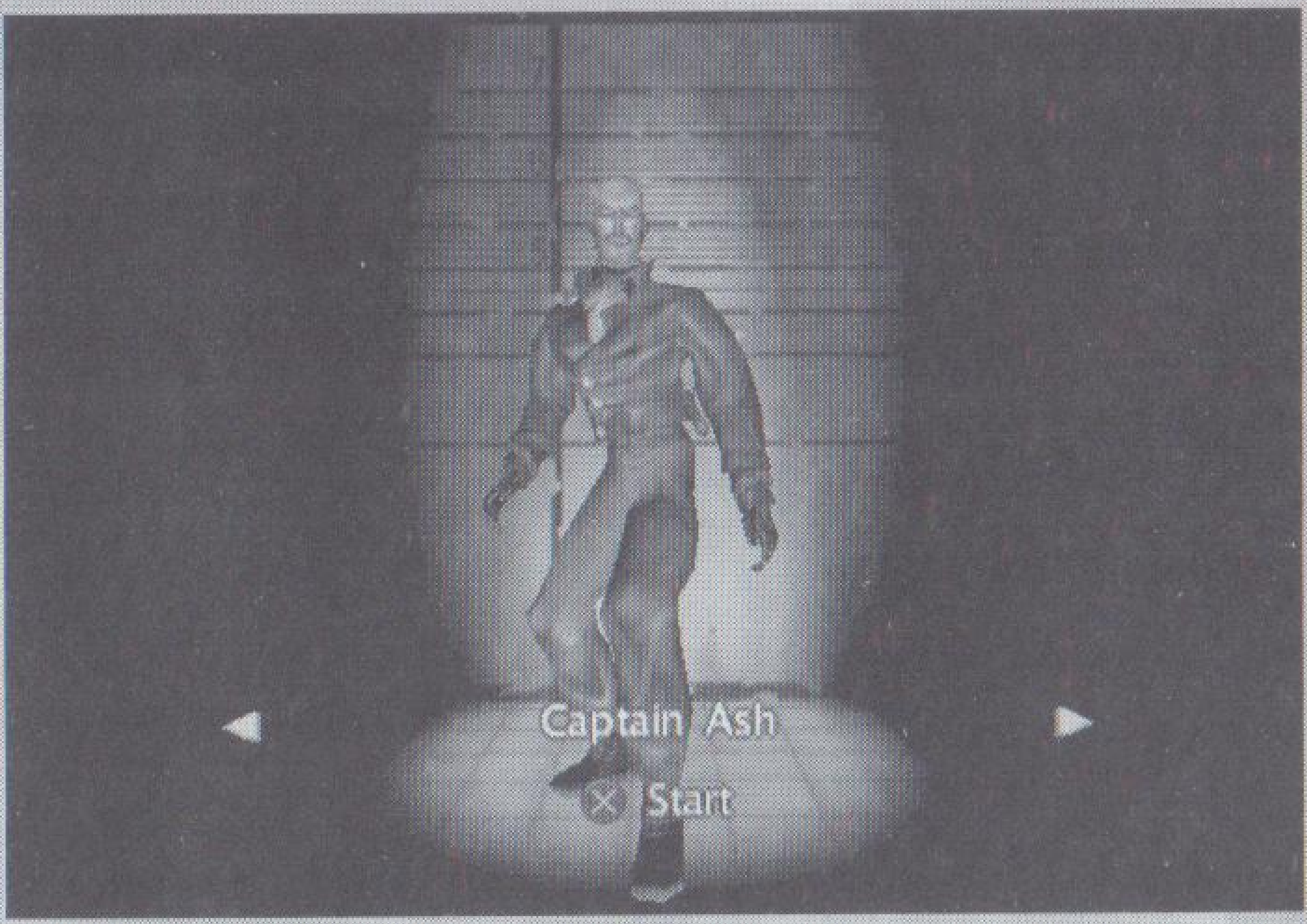
2) A number of stars represents the bot's skill (the more stars the greater the skill ranging from 1 star - pathetic to 5 stars - hard). Press the ⊗ button to cycle between them.

3) A tick or cross denotes whether the Bot will actually be included in the game.

**"COPY TO ALL"**

By pressing the ◯ button whilst a bot is highlighted will copy this bot to the other nine slots in the selection. Likewise, pressing the ◯ button whilst one of the bots attributes are highlighted copies the bots attribute setting to all other "Selected Bots" attribute setting.

## CHARACTER SELECT




Use the LEFT directional button and RIGHT directional button to choose a character and then press the ⊗ button to select. If you are playing a team game you must then use the LEFT directional button and RIGHT directional button to choose a team (either Red, Blue, Yellow or Green). Note the number of people fighting on each team is shown along the bottom as small figures lined up along a background of the relevant colour. Human players are shown as gold figures, Bots as white figures. When you're ready to continue press the ⊗ button to begin the game. See the In-game section for further details.

Note: If the handicap option was set in the Arcade options you can choose from Rookie (very high damage protection) to Hero (very low damage protection).

# CHALLENGE

The Challenge game mode allows you to quickly get into a fight! That is, you do not have to set up weapons and bots and levels but can throw yourself into a pre-defined game. The Challenge levels are interesting and good fun but still extremely challenging. Good luck!

Important Note: Challenge is a bonus that can only be unlocked by completing all the levels in Story mode on Easy difficulty.

# IN-GAME

## IN-GAME DISPLAY

1 Armour Gauge. This bar fills in as you pick up armour but empties out as you get hit. Keep an eye out for armour lying around in a level.

2 Health Gauge. This bar gets shorter as you sustain damage. When the bar reaches zero you are dead! You can pick-up health packs to replenish health.

3 The amount of ammunition remaining in the magazine of your currently selected weapon. The maximum amount of ammo here varies from weapon to weapon.

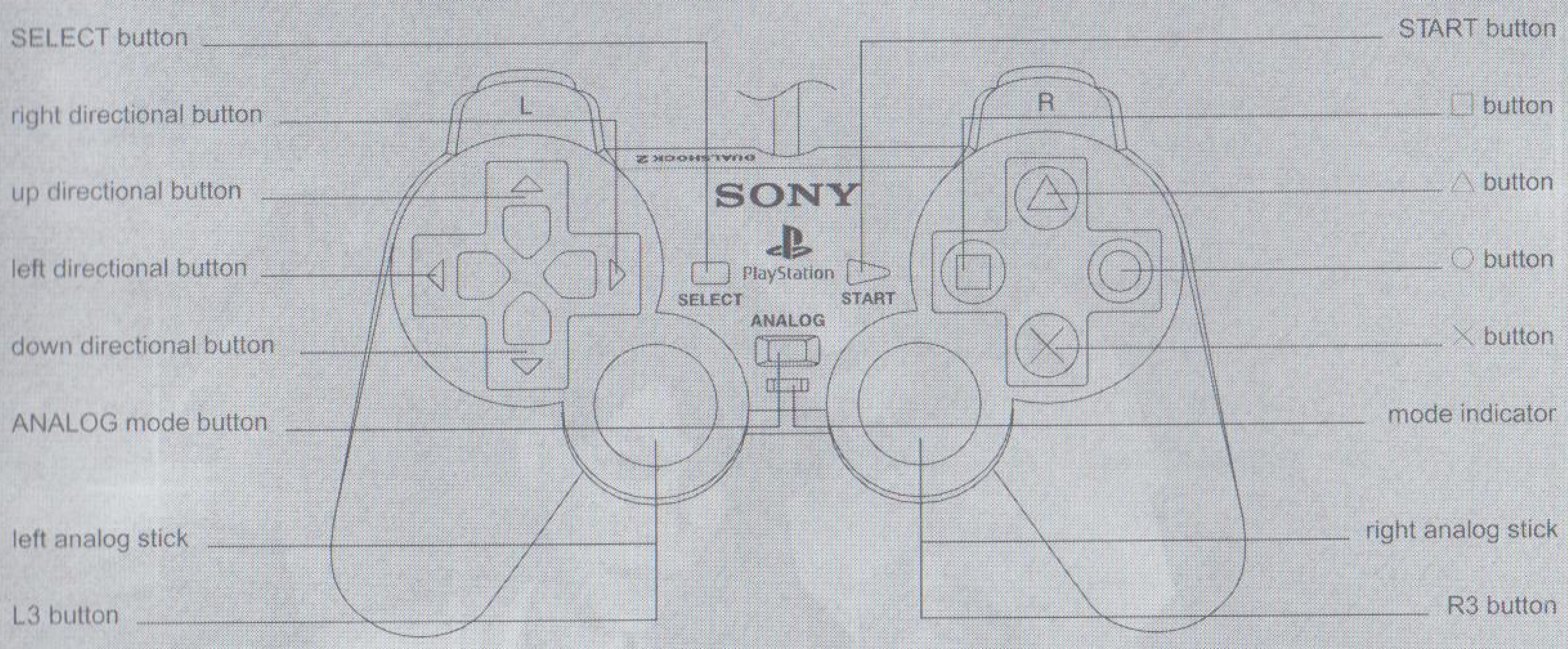
4 Total amount of ammunition you have for the currently selected weapon.

5 Ranking (appears in arcade and challenge games only).

6 Radar (in arcade and challenge games only) shows the locations of the other combatants. In non-team games each combatant has a different colour radar blip. In team games the colour of the radar blip denotes their allegiance, either red, blue, green or yellow. If a combatant is out of range they appear as grey dots on the perimeter of the radar. As they move back into range they assume their correct colour.

Kills/Points. Shows the current number of kills or points you have gained so far in the current game. This appears temporarily each time your score goes up. After a few seconds it disappears from view (appears in Arcade and Challenge games only).

# IN-GAME CONTROLS




### LEFT ANALOG STICK

Push the left analog stick forward to move forward and pull it back to move backwards. Pushing the left analog stick to the left or right allows you to side-step, or strafe, in that direction.

### RIGHT ANALOG STICK

Push the right analog stick to the left or right to turn in that direction. Pushing the right analog stick forward or backward allows you to look up and down, respectively.

### R2 BUTTON

Primary fire. Fires the current weapon.

### R1 BUTTON

Secondary fire. Activates the current weapons secondary fire mode. (Note only special weapons have a secondary fire mode so experiment to find out which ones do have. If the weapon has only one firing mode then pressing the R1 button will activate the primary fire).

### L1 BUTTON

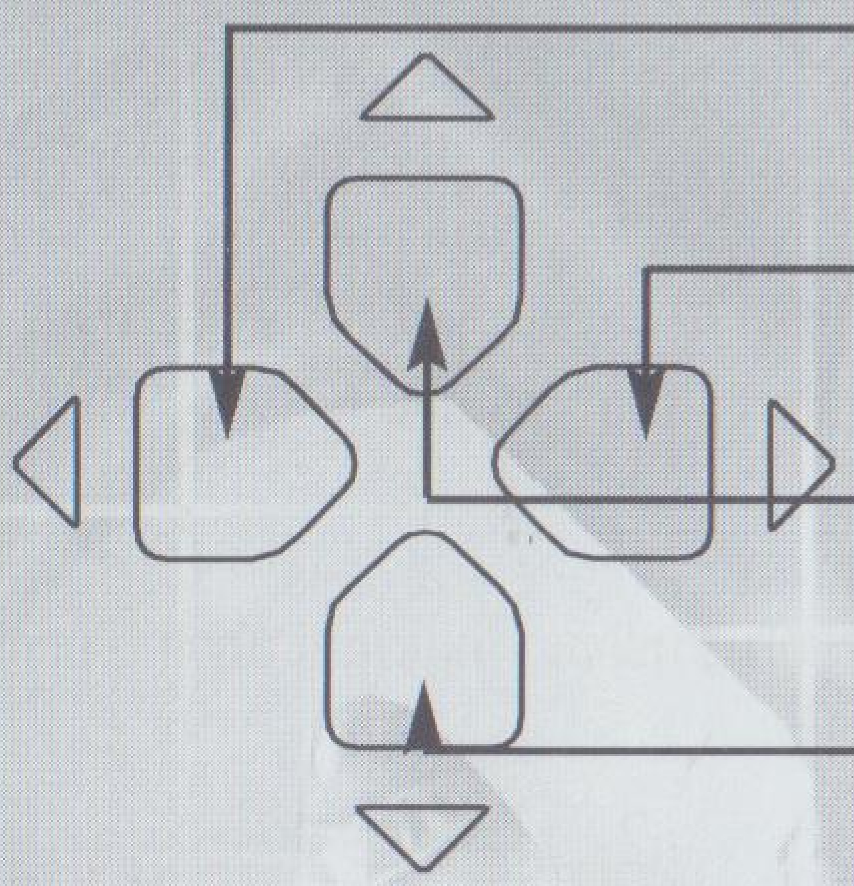
Toggle crouch on/off. Press the L1 button to crouch. Press the L1 button a second time to stand up.

**L2 BUTTON**

Aim Mode (for details see box). Hold down the L2 button for as long as you wish to stay in Aim Mode. Note you can toggle between whether Aim Mode is held for as long as you press the L2 button or whether to toggle aim mode on/off. The default is "Hold". To change the Aim Mode setting see the "Ingame Menu" section.

## AIM MODE

When you are in Aim Mode a crosshair appears at the centre of the screen. You can achieve much greater accuracy whilst in Aim Mode. The function of the right analog stick switches in Aim Mode so that it controls the position of the crosshair. To further aid accuracy some weapons, for example the sniper rifle, have a zoom function: press the UP directional button to zoom in and the DOWN directional button to zoom out. Other weapons also have a zoom function so keep experimenting to find out what the different weapons can do!



**LEFT DIRECTIONAL BUTTON**
Select previous weapon in your inventory

**RIGHT DIRECTIONAL BUTTON**
Select next weapon in your inventory

**UP DIRECTIONAL BUTTON**
Zoom in (Aim Mode only)

**DOWN DIRECTIONAL BUTTON**
Zoom out (Aim Mode only)

**⊗ BUTTON**

Respawn. When you are killed press the ⊗ button to continue play. Certain objects can also be activated by walking up to them and pressing the ⊗ button.

**△ BUTTON**

Manual reload. As long as you have ammunition remaining your gun will automatically reload when you reach the end of each clip or magazine. However because the reloading process leaves you momentarily unable to fire, you can opt to reload manually at any time - that way you are less likely to run out of ammo when you need it most.

**START BUTTON**

Pauses the game and brings up the Ingame menu.

**SELECT BUTTON**

Brings up the Ingame menu without pausing the game.

# INGAME MENU

Use the LEFT directional button and RIGHT directional button to move between the various screens listed below. Some of these screens give you the option of entering submenus or changing certain settings: use the UP directional button and DOWN directional button to highlight one of the choices then press the ⊗ button to select. Press the START button or SELECT button to leave the Ingame Menu and return to the game. On bringing up the Ingame menu the first screen you see will depend upon which game mode you are currently in:

## STORY

A Mission Briefing that describes the objective of the current level is displayed on first bringing up the Ingame menu. Also, the amount of time commenced so far on this level is shown.

## CHALLENGE

A brief description of the nature and objective of the current challenge and the current score.

## SCORES (ARCADE MODE ONLY)

This is the first screen displayed when you open the Ingame Menu.

In Story mode a "Mission briefing" gives you a summary of the objectives you must complete to finish the level. "Your time so far" shows the mission time in minutes and seconds.

In Arcade games the relative rankings of the teams or players are shown here.

In Challenge mode a description of the current Challenge is displayed that summarises the objectives for this level

## LOSSES

Shows a league table of who has killed you (the opponent who has killed you the most is listed at the top). The exact number of kills is shown on the right.

Note: This screen only appears in Arcade and Challenge modes.

## KILLS

Shows a league table of who you have killed (the opponent you have killed the most is listed at the top). The exact number of kills is shown on the right.

Note: This screen only appears in Arcade and Challenge modes.

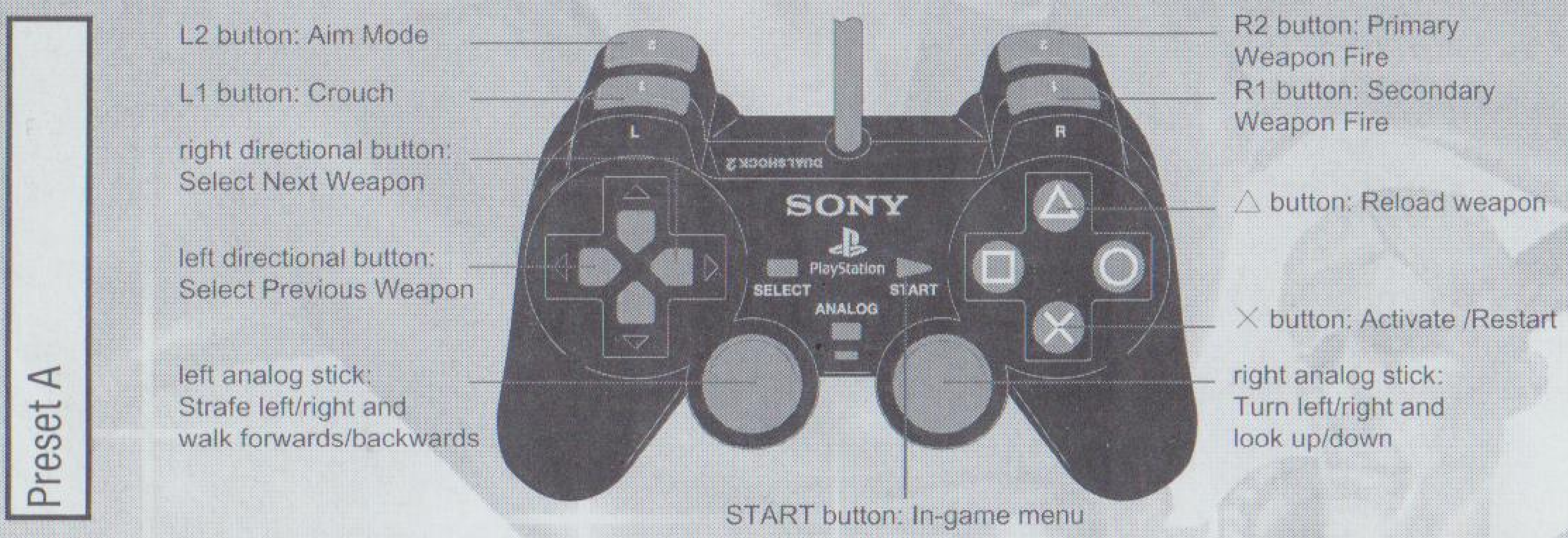
# SETUP

Select "Setup Controls..." to access the Setup menu. Opens the "SETUP" Menu to allow you to customise the configuration of your analog controller (DUALSHOCK®2). Use the UP directional button and DOWN directional button to highlight an option and then use the LEFT directional button and RIGHT directional button to change the option.

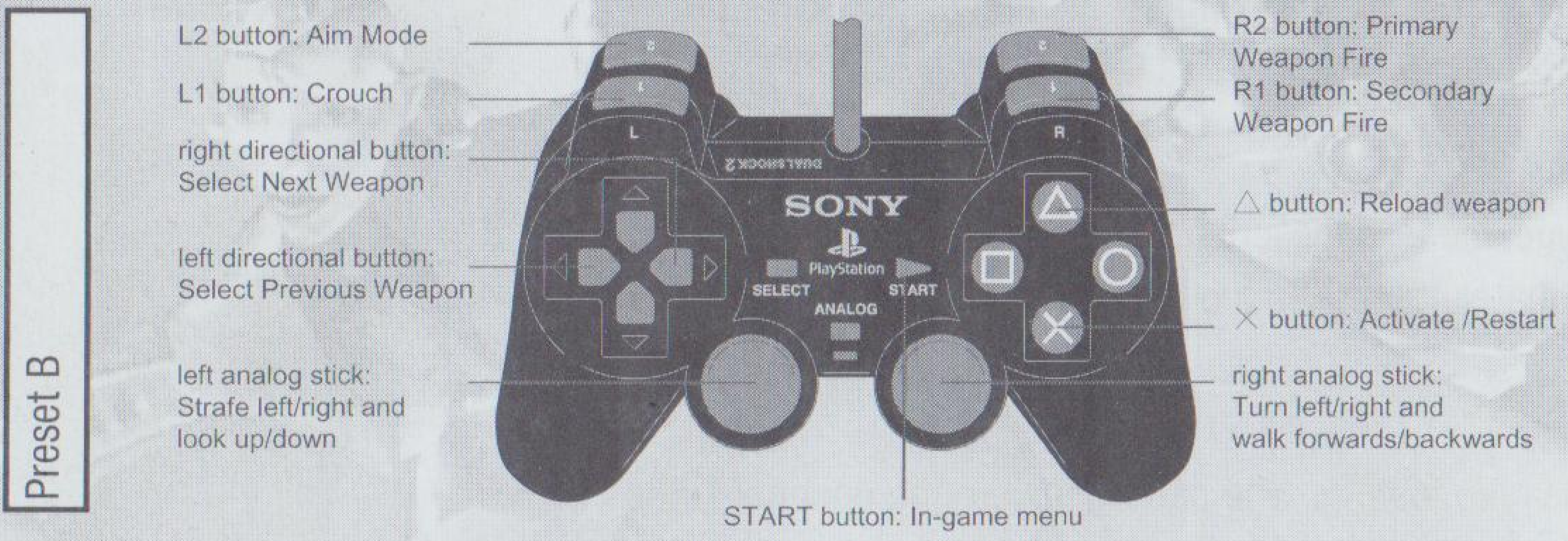
**"CONFIGURATION"**

Use this to choose the configuration for your analog controller (DUALSHOCK®2). Use the LEFT directional button and RIGHT directional button to choose either "Custom" or "Preset A", "Preset B" or "Preset C". The default configuration is "Preset A". "Custom" allows you to configure the controls to your personal preference. Press the ⊗ button to edit the current configuration.

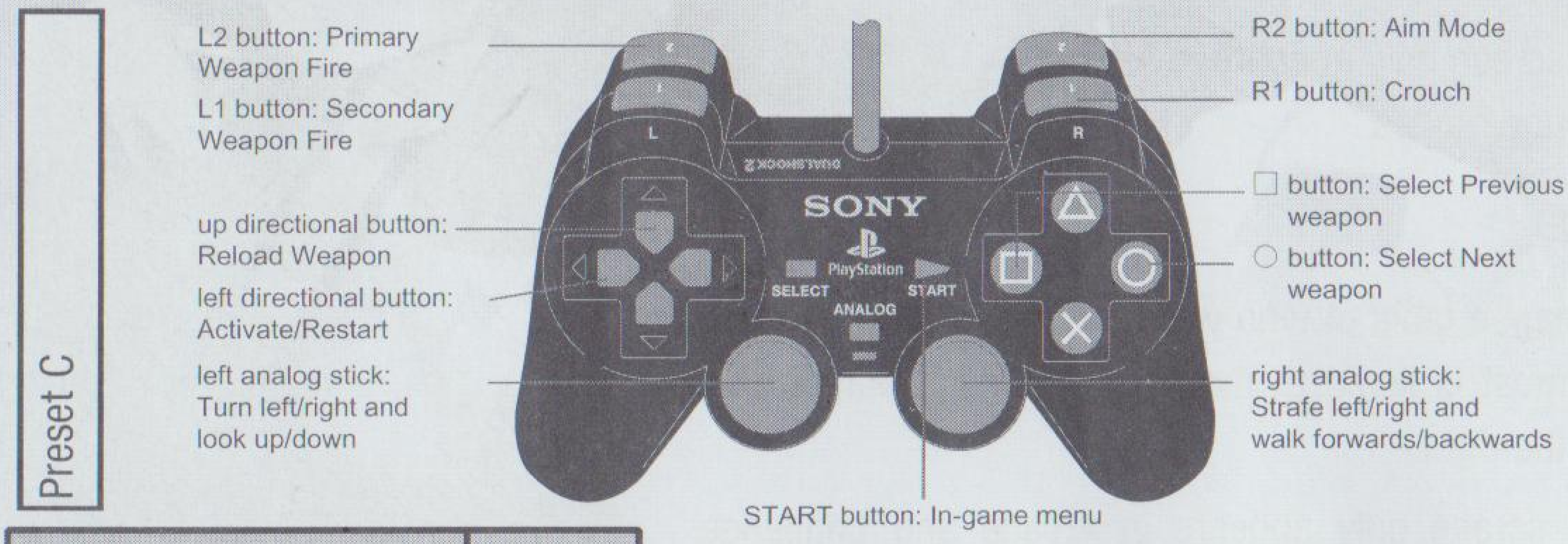
Preset A is the default analog controller (DUALSHOCK®2) configuration and is set up as follows:




Preset B is set up as follows:




Preset C is set up as follows:



**"INVERSE LOOK"**

Use the LEFT directional button and RIGHT directional button to switch between "Yes" and "No" (the default setting). When this is set to "Yes" moving the look stick up makes your character look down; set it to "No" and your character looks up when you move the look stick up.

**"AIM MODE"**

Use the LEFT directional button and RIGHT directional button to switch between "Hold" (the default setting) and "Toggle". When this is set to "Hold" you have to hold down the L2 button for as long as you want to stay in Aim Mode. When set to "Toggle" you press the L2 button once to enter Aim Mode and a second time to leave Aim Mode.

**"CROUCH MODE"**

Use the LEFT directional button and RIGHT directional button to switch between "Hold" and "Toggle" (the default setting). When this is set to "Hold" you have to hold down the L1 button for as long as you want to stay in Crouch Mode. When set to "Toggle" you press the L1 button once to enter Crouch Mode and a second time to leave Crouch Mode.

**"AUTO LOOKAHEAD"**

Automatically returns your viewpoint to the horizon. This option is particularly useful for first time players. Use the LEFT directional button and RIGHT directional button to choose between YES or NO.

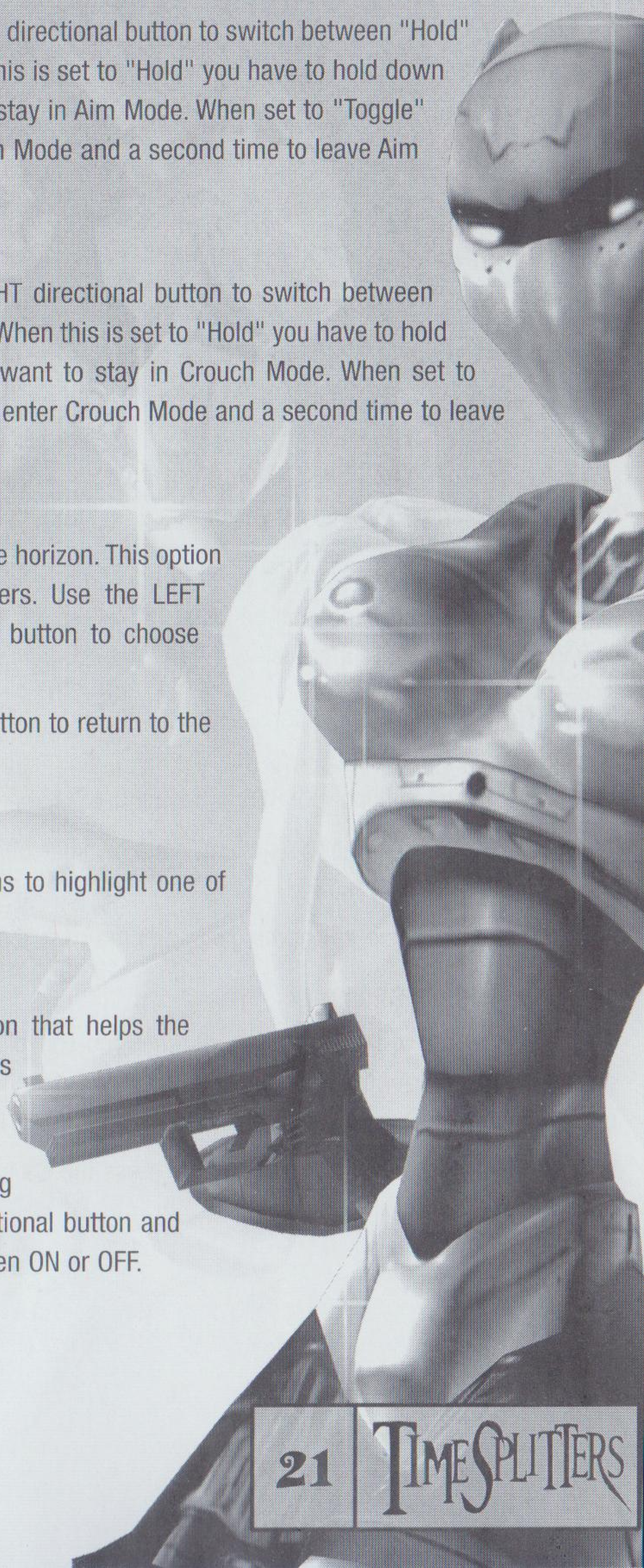
To leave the Setup menu press the △ button to return to the previous menu.

## PREFERENCES

Use the UP and DOWN Directional buttons to highlight one of the following...

**"AUTO AIM"**

Auto aim is a computer-assisted function that helps the player to fire more accurately. It is recommended that if you are new to first-person shooter games then you select ON. Otherwise, for more challenging gameplay select OFF. Use the LEFT directional button and RIGHT directional button to choose between ON or OFF.



**"WEAPON CHANGE"**

Use the LEFT directional button and RIGHT directional button to switch between "Best" (where the most powerful non-empty weapon in your inventory is automatically selected), "Always" (where each time you pick up a weapon that weapon is automatically selected), or "Never" (where weapon choice is left totally up to you).

**"VIBRATION"**

Select whether to use the vibration function of your analog controller (DUALSHOCK®2). Use the LEFT directional button and RIGHT directional button to choose between ON or OFF.

**"VIBRATION MODE"**

Select whether a vibration is felt when you: "Fire" or when you are "Hit", or both "Fire+Hit". Use the LEFT directional button and RIGHT directional button to choose between ON or OFF.

Note: You can only change the "Vibration Mode" if the "Vibration" option is ON.

To leave the Preferences menu press the △ button to return to the previous menu.

## END GAME

Press the ✕ button here to prepare to leave the game and return to the Game Menu. A confirmation screen will be displayed first: highlight "Confirm" and press the ✕ button.

**WHEN IN STORY MODE**

The message "Game Over" will be displayed: press the ✕ button to RESTART the level or the △ button to QUIT the current game.

**WHEN IN ARCADE MODE**

The final scores will be shown. Use the LEFT directional button and RIGHT directional button to navigate between the final LOSSES and final KILLS screens and the STATISTICS screen.

The STATISTICS screen shows general stats on your performance in the last game and also any awards you may have received.

Press the START button to exit the game and return to the main menu.

**WHEN IN CHALLENGE MODE**

The final outcome of the Challenge, whether you Failed or Completed, is displayed along with the current Best Score for this challenge. Use the LEFT directional button to view the STATISTICS screen which displays general stats on your performance in the last Challenge game.

Return to the Challenge screen and either press the ✕ button to RESTART the Challenge or the △ button to QUIT.

# MAPMAKER

The mapmaker is a very intuitive and sophisticated tool that allows you to create your own levels. To access the mapmaker select Mapmaker from the Arcade game menu.

## MAPMAKER STARTUP SCREEN

**LOAD MAP**

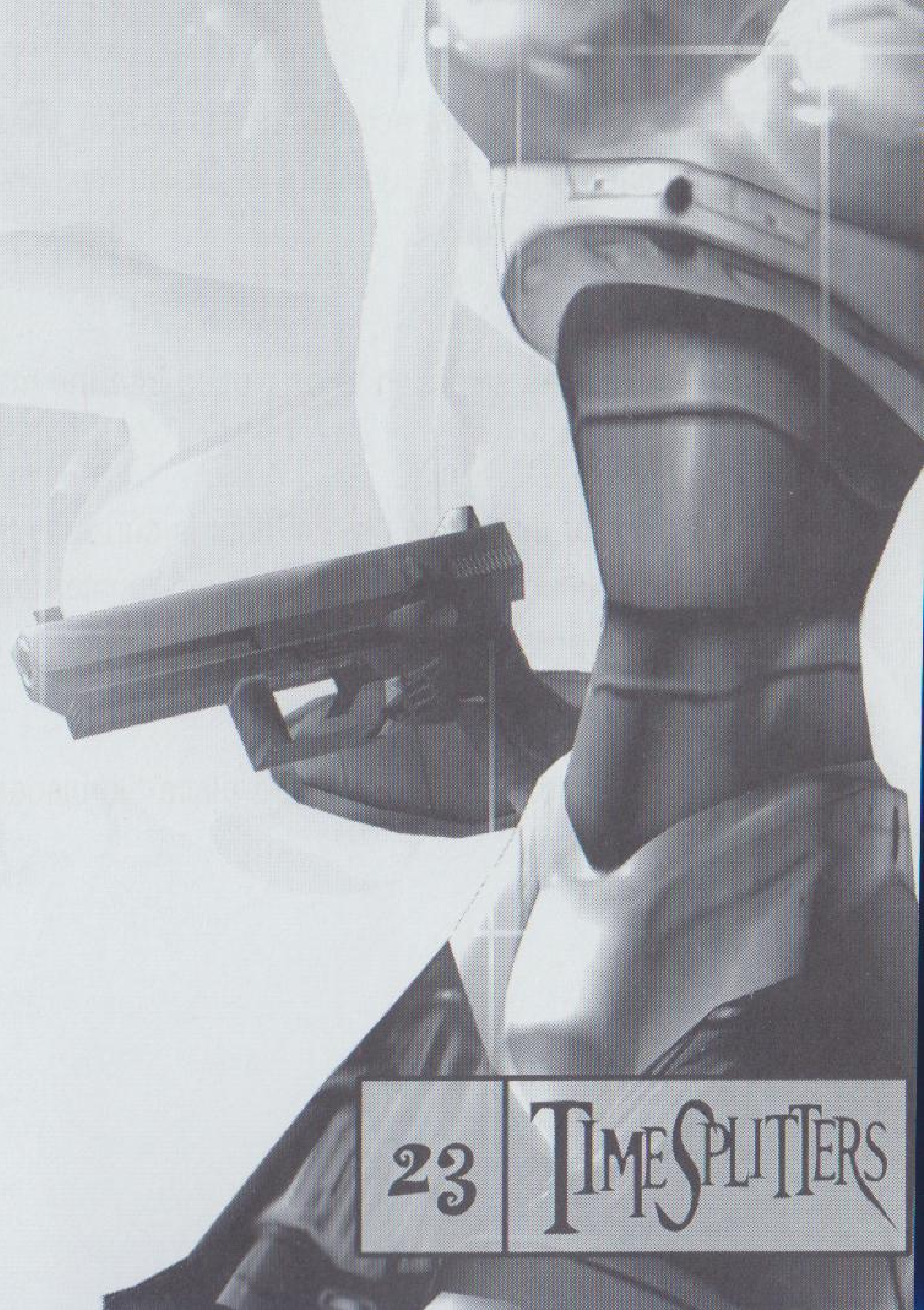
To load a map from a memory card (8MB) (for PlayStation®2) and then play it firstly, ensure that you have inserted the correct memory card (8MB) (for PlayStation®2) into a free MEMORY CARD slot.

If map data is found on the memory card (8MB) (for PlayStation®2) a list of stored maps will be displayed. Use the UP directional button and DOWN directional button to highlight the desired map and then press the ✕ button to load it.

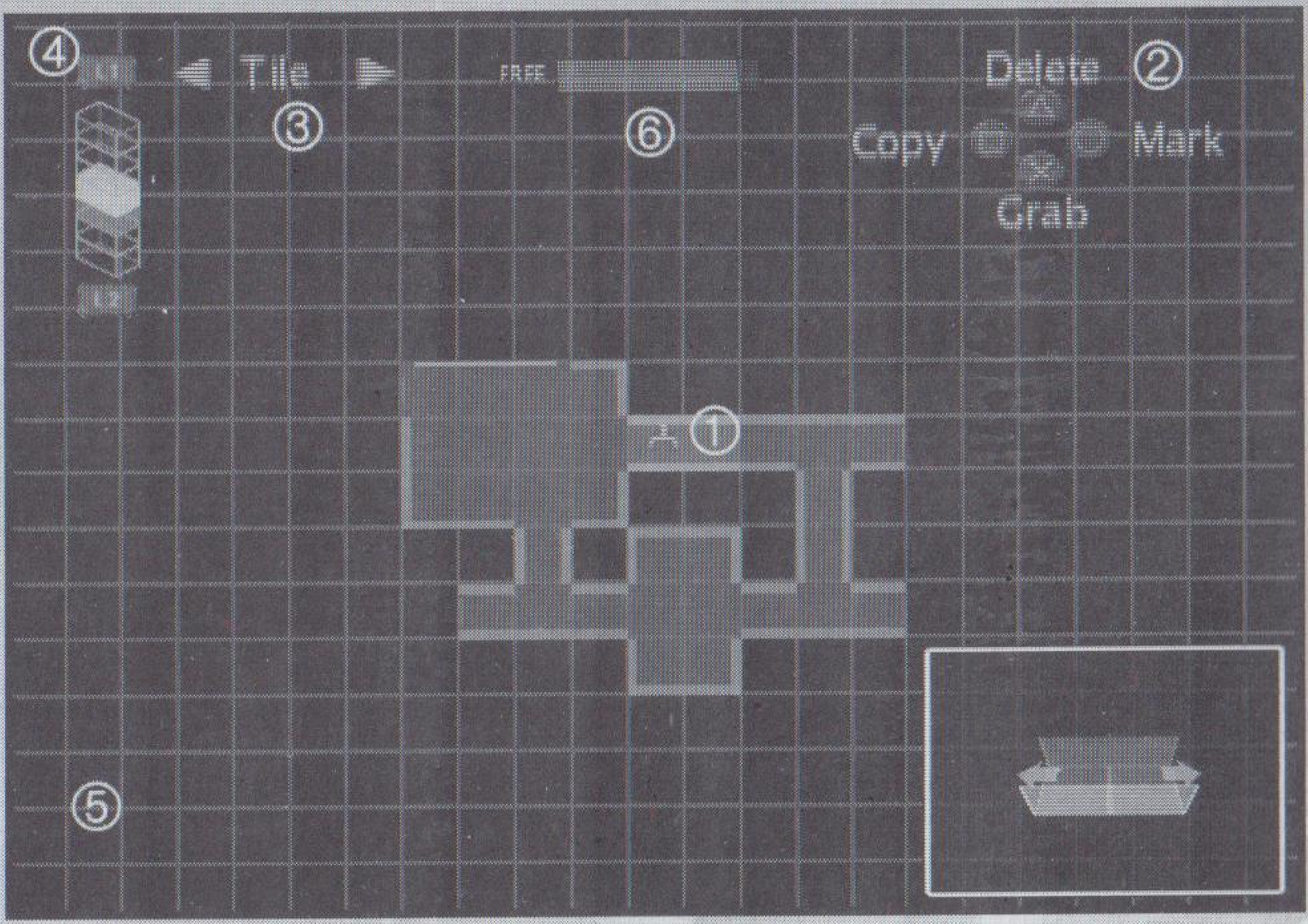
If the message "No TimeSplitters maps" is displayed then you have inserted a memory card (8MB) (for PlayStation®2) that does not have any maps stored on it. Press the ■ button to view and select all inserted memory card (8MB) (for PlayStation®2). Alternatively, press the ▲ button to return to the "Mapmaker startup screen".

**EDIT/CREATE NEW MAP...**

To create a new map or edit an existing map highlight this option and press the ✕ button.



# CREATING A NEW MAP




**1 CURSOR**

Is used for directing where tile pieces are to be placed, for selecting tile pieces, and for placing items and lights.

**2 GUIDE**

An onscreen guide to what actions the ◯ button, ▢ button, △ button, and ✕ button perform at any moment in time. The functions of the buttons change dependent on what you are currently doing within the mapmaker.

**3 SELECTION**

Identifies the current selection to be placed into the map. Either "Tile", "Item", or "Light".

**4 LEVELS**

A 7 level indicator that shows which floor is currently being viewed. A shaded tile piece indicates that it is on the floor below the current floor. You can move up a floor by pressing the L1 button or down a floor by pressing the L2 button.

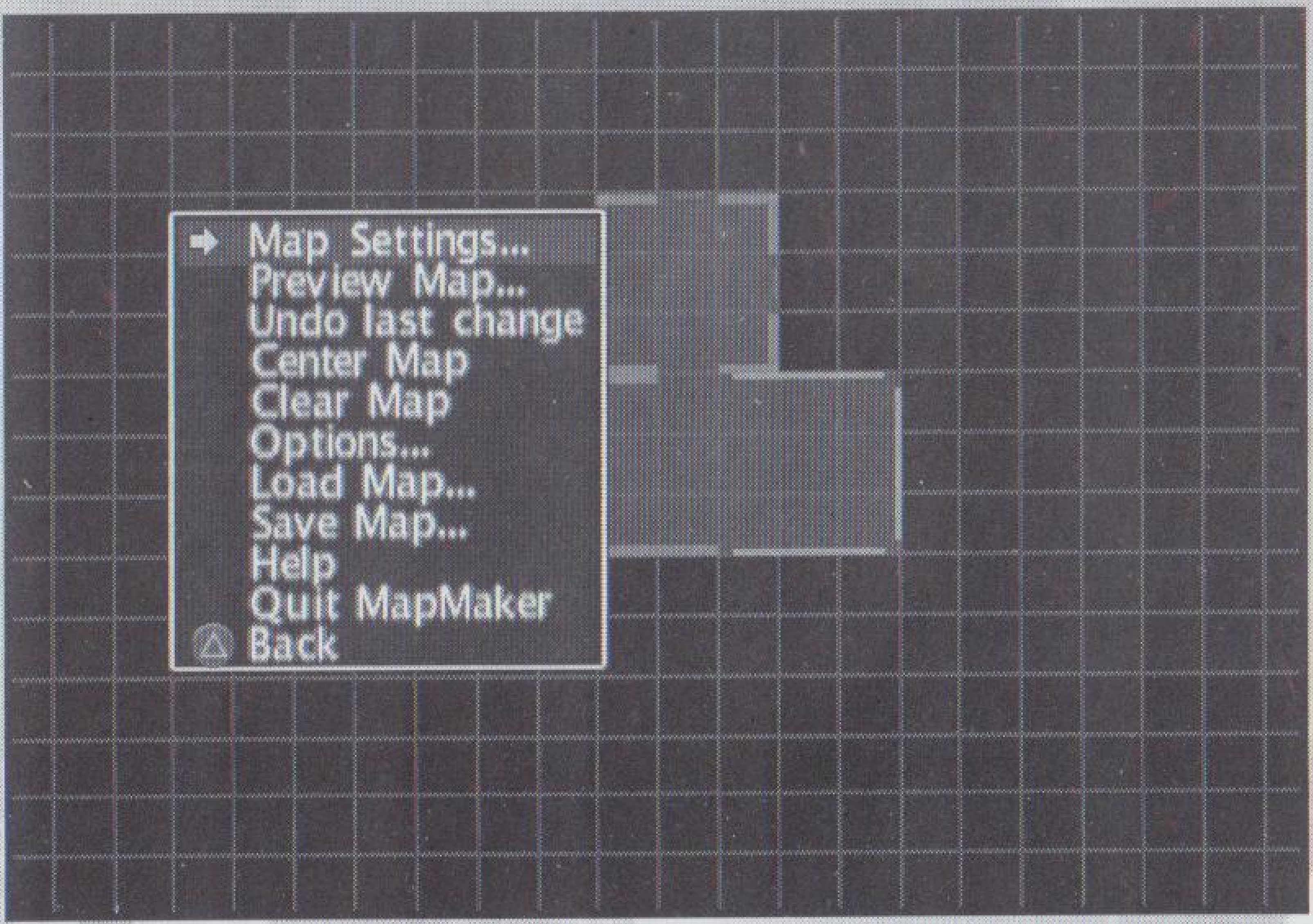
**5 GRID**

The placement grid. It is here that you place tile pieces and arrange them in whatever order you like.

## 6 MEMORY USAGE

A bar at the top of the screen indicates how much memory is remaining for the current map. If you try to add an item when all memory has been used a message will be displayed stating that memory is full. Additionally, if you try to place a tile piece that is too big for the remaining memory the memory usage bar will flash orange and red and you will not be able to place the tile. You will need to remove items or tiles from the map to free up enough memory so that you can continue.

# MOVING AROUND THE MAPMAKER



**LEFT ANALOG STICK**

Moves the cursor in all directions.

**RIGHT ANALOG STICK**

Scrolls the view in all directions.

**⊗ BUTTON**

"Select" (grab) a tile piece or if already selected "Place" a tile piece.

**▣ BUTTON**

Whilst the cursor is over a tile piece press the ▣ button to make a copy of the highlighted tile piece.

**△ BUTTON**

Delete the highlighted tile piece.

**◎ BUTTON**

Marks a tile piece. This is useful for marking a number of tile pieces that you want to copy or move. An alternative to marking each tile piece individually is to drag the cursor across a selection of tile pieces whilst holding down the ⊗ button.

**L1 BUTTON**

Move up a level.

**L2 BUTTON**

Move down a level.

**R1 BUTTON**

Zoom out.

**R2 BUTTON**

Zoom in.

**LEFT DIRECTIONAL BUTTON**

Previous Selection

**RIGHT DIRECTIONAL BUTTON**

Next Selection

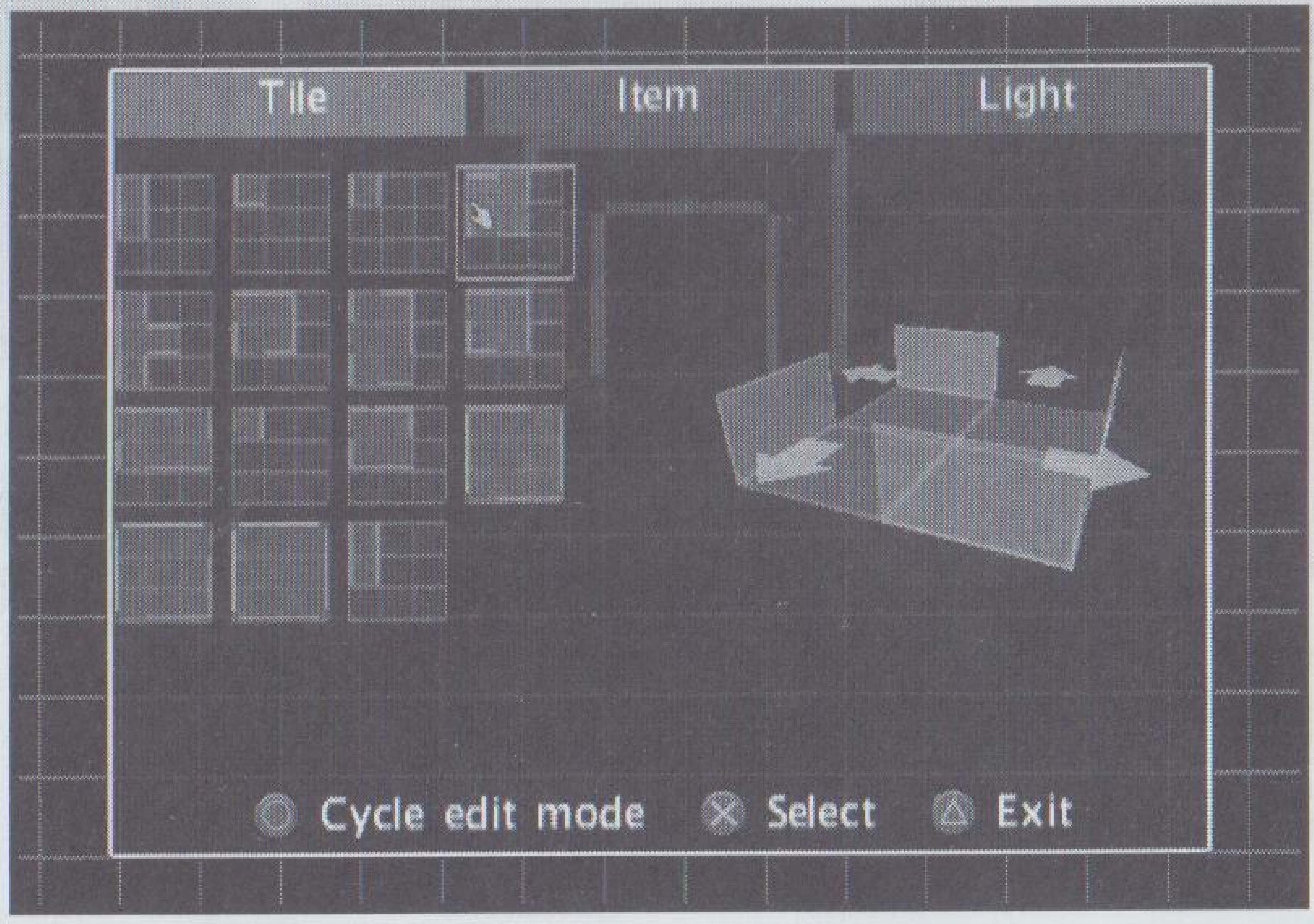
**SELECT BUTTON**

Bring up the Mapmaker Menu.

**START BUTTON**

Bring up the Mapmaker Menu.

## SELECTING AND PLACING TILE PIECES



Move the "Cursor" over the tile pieces. As the "Cursor" passes over a tile piece you will notice that a 3D view of the tile appears on the right. This view is useful in helping you to visual how a tile piece is structured in the generated level.

Continue moving the "Cursor" over the tile pieces until you have identified a suitable choice and press the ⊗ button to pick up a tile piece.

Mapmaker Tip: You can also press the ◎ button to go to the next page which has more tile pieces from which to select. Alternatively you can access the next page by moving the "Cursor" over the "NEXT PAGE" and pressing the ⊗ button.

Having selected a tile piece you will now be back at the map grid screen. Place the tile as desired by pressing the ⊗ button.

Select another tile piece and place this next to the first tile piece. Note that each tile piece has a connecting section (identified by a thin red line on the tile piece). These need to be lined up with adjacent tile pieces. To rotate a tile piece make sure that you have grabbed it ie. can move the tile piece around the grid using the cursor. You can rotate the grabbed tile piece through 90 degrees by pressing the ◎ button.

You are strongly encouraged to experiment with placing tiles, grabbing tiles, rotating them, marking them, copying them, and even marking whole sections of tiles, and then copying, rotating and placing them.

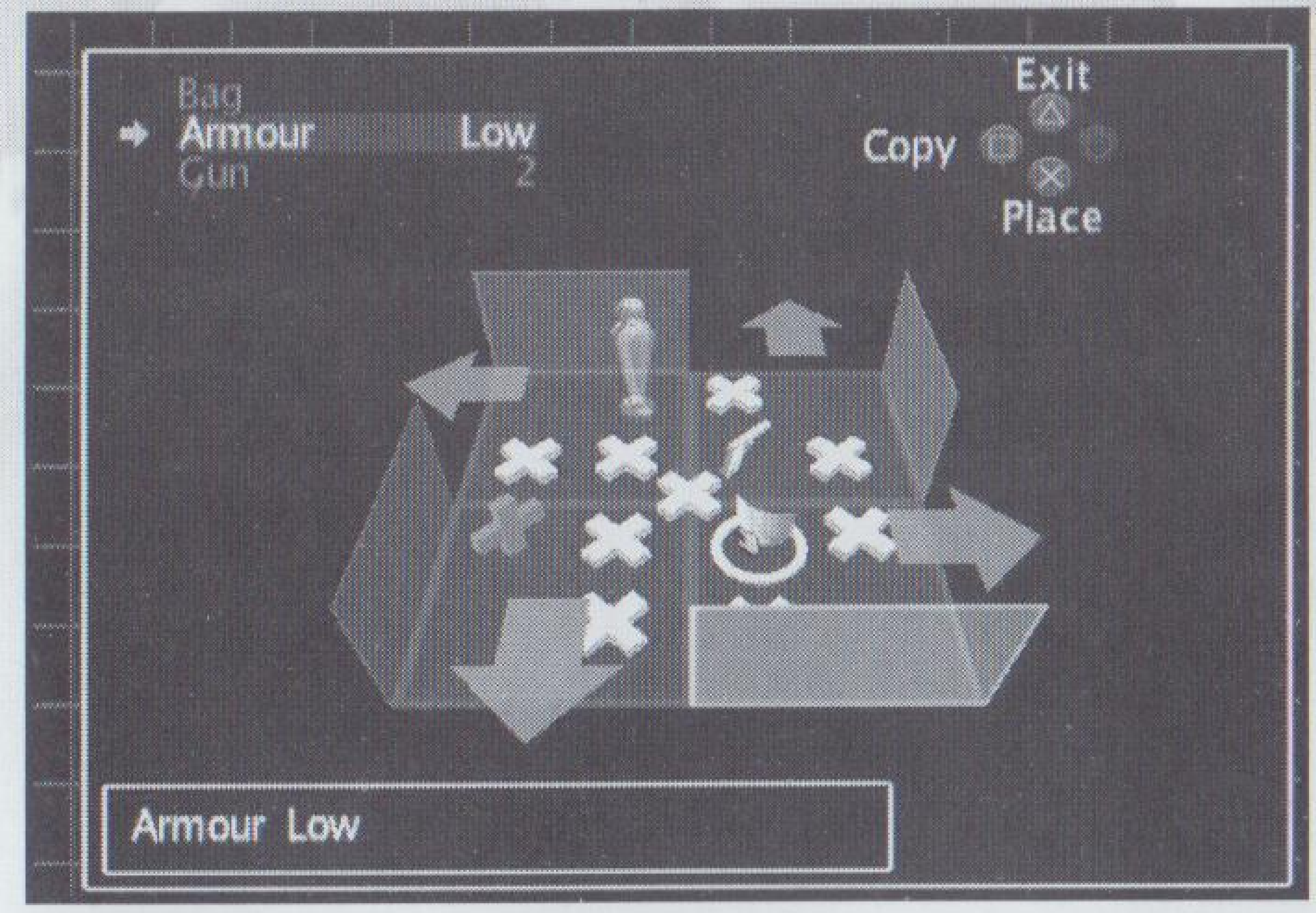
Very quickly you will be able to build a good map. When you are satisfied with your new map, its time to start adding items.

## ADDING ITEMS TO A MAP

Use the LEFT directional button and RIGHT directional button to bring up the "Item" Selection. Move the cursor over a tile that you wish to place items in and press the ⊗ button.

Special Note: To enable Capture-the-Bag and Knockout modes you must place coloured Start positions for each team colour you wish to include in the map.

### ITEM SELECTION




A scrolling item list that allows you to pick an item to place in the tile.

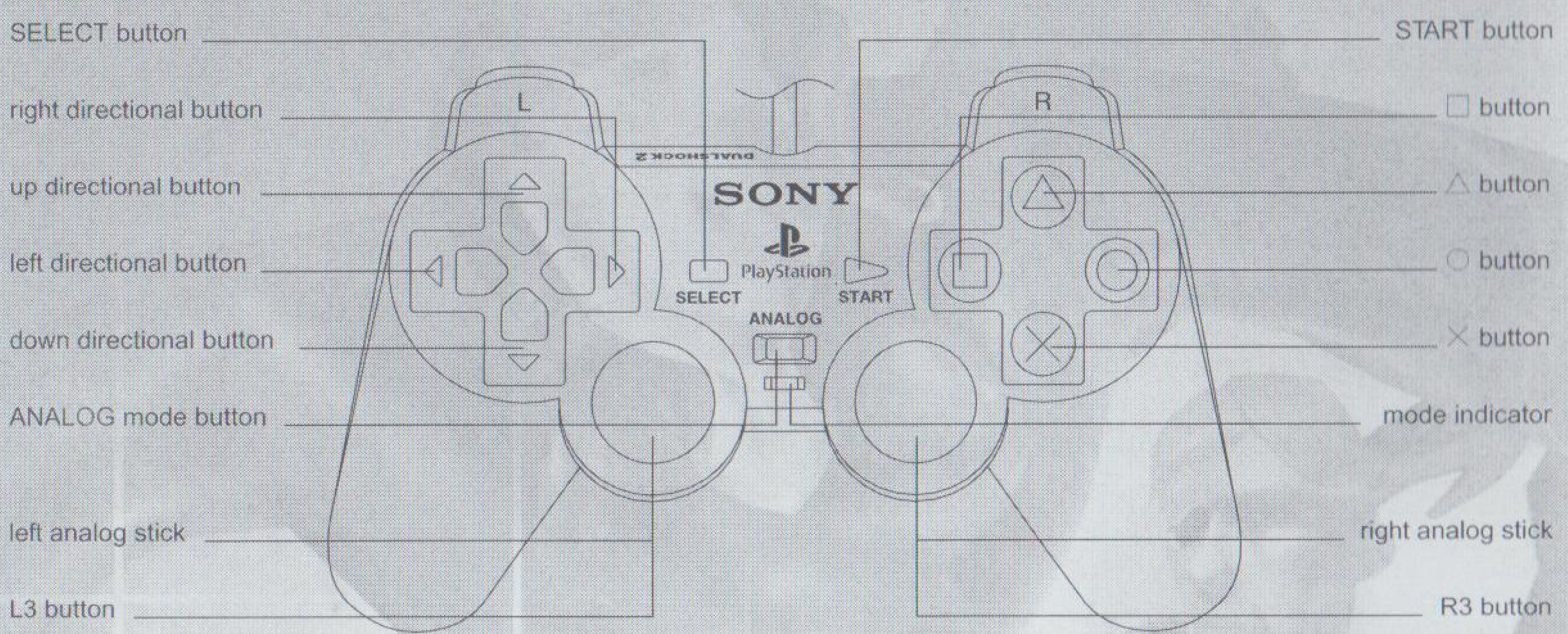
**GUIDE**

An onscreen guide to indicate the functions of the ⊗ button, the ▣ button, the ◉ button, the △ button at that moment in time.

**3D VIEW**

A 3D view of the tile with uncovered X's showing possible item placements and covered X's showing a placed item.

The following controls are used for adding items to a tile:




**LEFT ANALOG STICK**

Move the cursor.

**RIGHT ANALOG STICK**

Rotate the 3D view.

**⊗BUTTON**

Place a highlighted or copied item on an empty tile item slot.

**△ BUTTON**

Return to the Mapmaker Grid Screen.

**▣ BUTTON**

Copy an item.

**UP DIRECTIONAL BUTTON**

Move the item selection bar up to the next item in the list.

**DOWN DIRECTIONAL BUTTON**

Move the item selection bar down to the next item in the list.

**LEFT DIRECTIONAL BUTTON**

Modify the attributes of the currently highlighted item in the list.

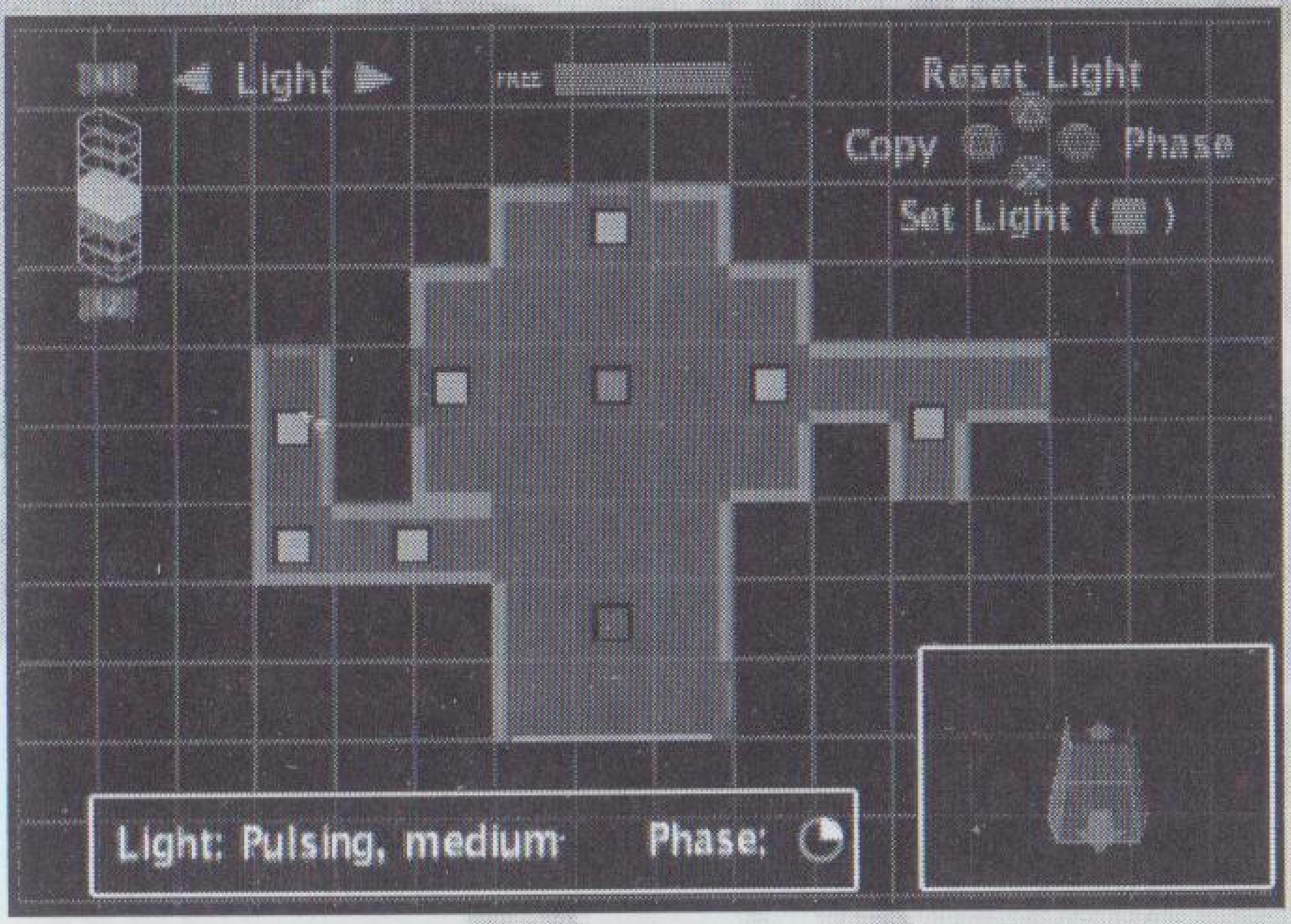
**RIGHT DIRECTIONAL BUTTON**

Modify the attributes of the currently highlighted item in the list.

Mapmaker Tip: As a basic rule you should always place at least a "START" item somewhere in the map. Also, at least one gun item should be placed in the map unless its an all out fistfight of course!!!

Finally, you may now wish to add some lighting to the map.

## CHANGING THE LIGHTING IN THE MAP




From the mapmaker grid screen move the cursor over an empty part of the grid and press the ⊗ button. Move the cursor over the "Light" option and press the ⊗ button.

**PALETTE**

A selection of lighting colours. Press the ⊗ button twice over any colour to bring up the full spectrum of available colours.

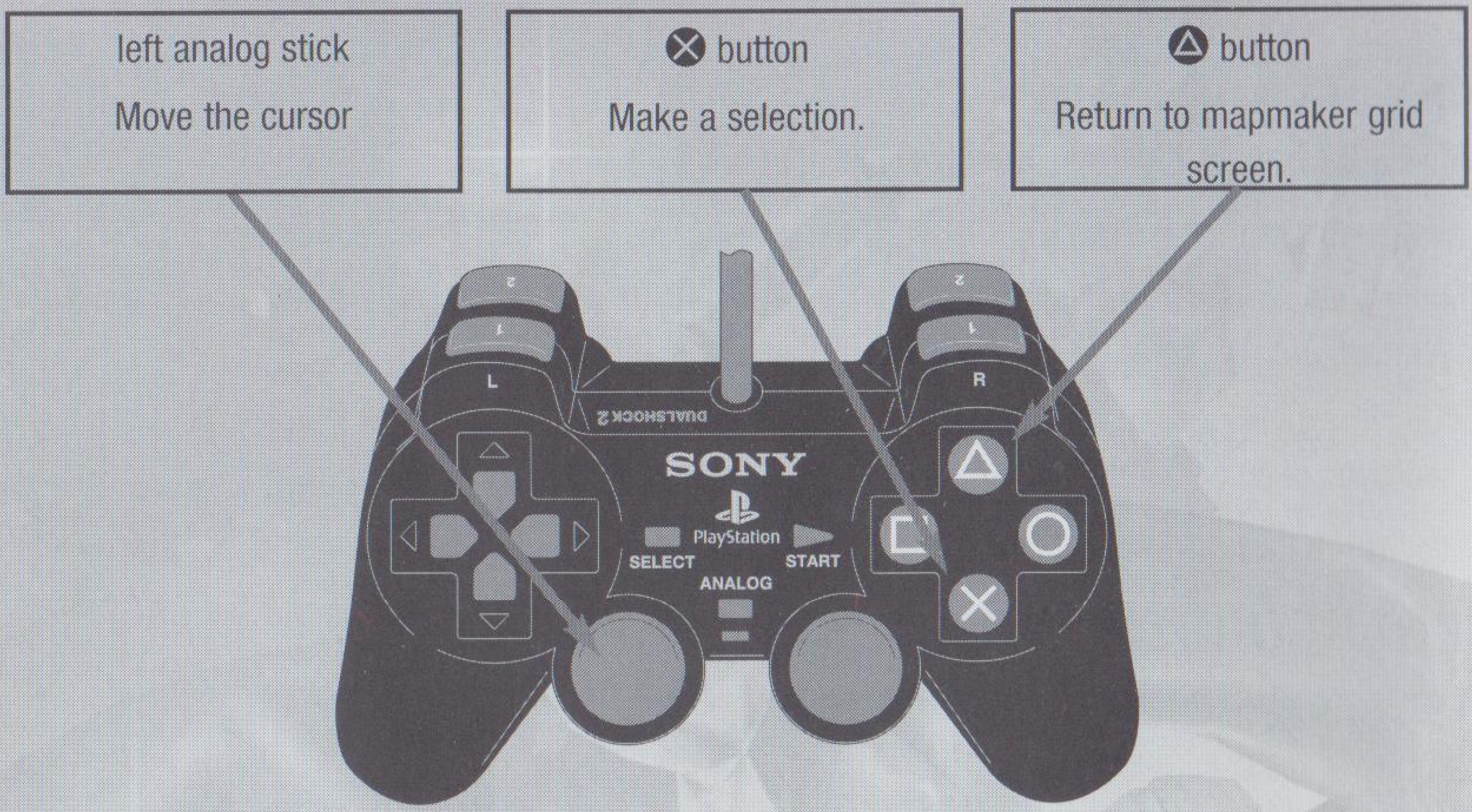
**EFFECT**

Eleven different lighting effects are offered from "ON/OFF", flickering, pulsing, and switching.

**PHASE**

The rate at which the chosen effect cycles. The higher the number the more frequent the effect is played.

From here you can add lighting effects to a tile piece.




## SELECTING A LIGHTING EFFECT

Move the cursor over a colour on the "Palette" and press the ✕ button.

Note: Pressing the ✕ button twice in quick succession on a colour will switch to a colour spectrum allowing a wider choice of shades.

Move the cursor over an "Effect", for example, "flickering, medium" and press the ✕ button.

Press the △ button to return to the Mapmaker Grid Screen.

You will notice that the tiles each have a small box located in their centre. Move the cursor over the destination tile and press the ✕ button to apply the lighting effect. You may continue to add the same lighting effect to other tile pieces. In addition, you may return to the lighting menu and choose a different colour and effect.

You can change the rate of a lighting effect by pressing the ○ button whilst the cursor is over the relevant tile. Alternatively, you can reset a light to its default by pressing the △ button over the necessary tile. Finally, you can copy a lighting effect from one tile to another by moving the cursor over the lit tile to be copied, pressing the □ button and then moving the cursor over the destination tile and pressing the ✕ button.

Congratulations!!! You have now created your first map. It is not very difficult at all is it!!! You will now want to test the map itself in "real life".

# MAPMAKER MENU (PREVIEWING A MAP)

Press the SELECT button or START button to bring up the Mapmaker Menu.

Use the UP directional button and DOWN directional button to highlight menu items.

Use the ⊗ button to select an option.

Use the △ button to return to the Mapmaker Grid Screen.

**"MAP SETTINGS"**

Allows you to select the tileset theme for this map and also the background music to be played. Use the UP directional button and DOWN directional button to highlight a menu item and LEFT directional button and RIGHT directional button to change the selection. Press the △ button to return to the Mapmaker Menu.

Edit description allows you to enter a personalised description that captures the theme of the map you have just created (to a maximum of 60 characters in length).

**"PREVIEW MAP..."**

Allows you to preview the map in one of six game modes. Not all game modes may be supported. This is because you have not placed the necessary items into the map to support that particular game mode. The mapmaker helps you to identify what is missing by providing information. To check out what items are missing use the UP directional button and DOWN directional button to highlight a game mode and press the ⊗ button to read the information. Once you have read the information press the ⊗ button to close the window and return to the "Preview Map..." menu. If a game mode you require is not supported you will need to return to the Mapmaker Grid Screen and add the necessary items as suggested.

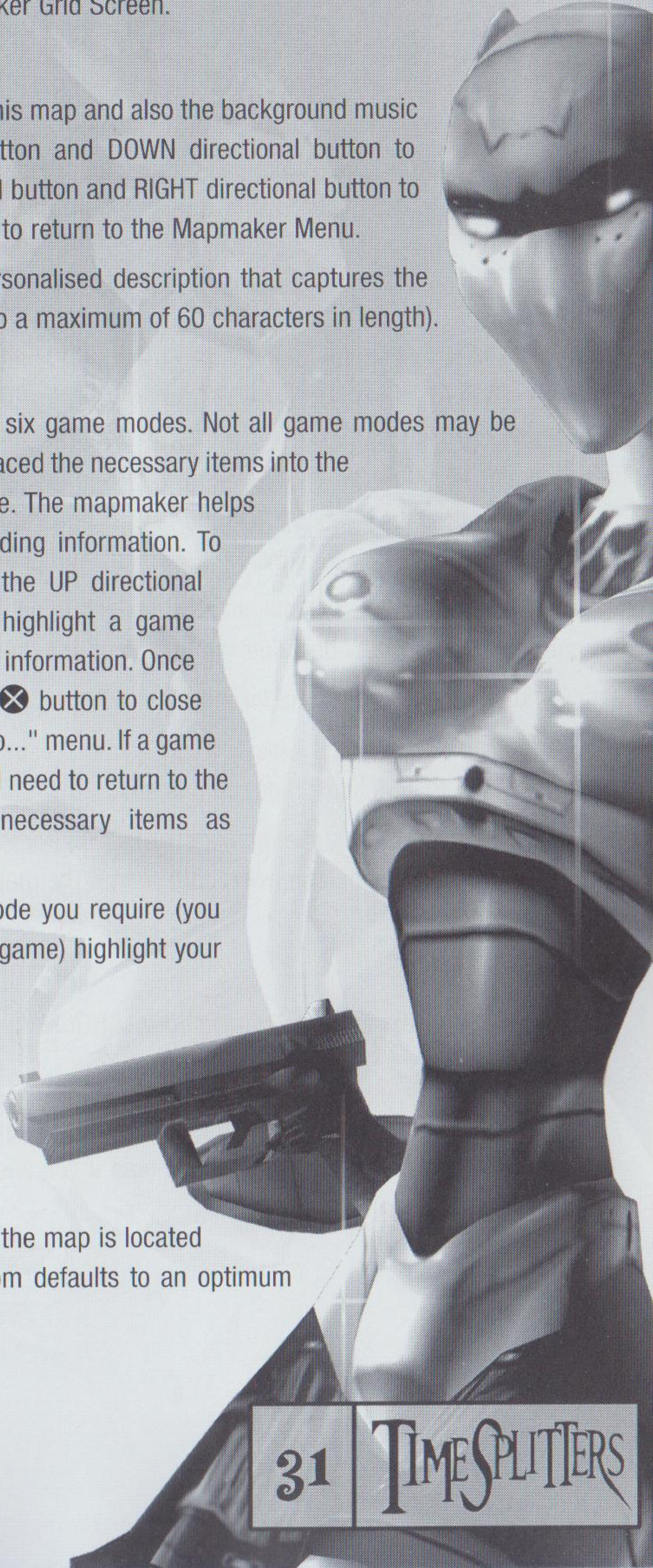
Once you have access to a gameplay mode you require (you will always be able to play a deathmatch game) highlight your choice and press the ⊗ button to load.

**"UNDO LAST CHANGE"**

Cancel the previous operation performed on the map.

**"CENTRE MAP"**

Repositions the view so that the centre of the map is located in the central view. Also, the level of zoom defaults to an optimum viewing distance.



### "CLEAR MAP"

Delete the entire map. Confirmation is required. Warning: If the map has not been saved and is then deleted it cannot be recovered.

### "OPTIONS"

Allows you to set the intensity of the grid. Simply use the LEFT directional button and RIGHT directional button to dim/brighten the intensity of the gridlines. Press the △ button to return to the Mapmaker Menu Screen.

### "LOAD MAP..."

Select this to load a work-in-progress map or a finished map. Ensure that you have inserted the correct memory card (8MB) (for PlayStation®2) in a free MEMORY CARD slot before selecting this option.

### "SAVE MAP..."

Allows you to save the map to a memory card (8MB) (for PlayStation®2). If you have more than one memory card (8MB) (for PlayStation®2) inserted then select the memory card (8MB) (for PlayStation®2) you wish to use by using the UP directional button and DOWN directional button and pressing the ✕ button to confirm the selection.

If the map is new then you will need to save it as a "New File". Use the UP directional button and DOWN directional button to highlight "New File" and press the ✕ button.

Use the direction buttons to highlight a character and press the ✕ button to insert it. Choose a name for the map that is pretty descriptive of it so that you can remember it for next time.

Once you have entered a name for the map highlight and select "END".

The map will now be saved. This will take a few seconds and you should not remove the memory card (8MB) (for PlayStation®2) during this time.

Once saved the directory of the memory card (8MB) (for PlayStation®2) will be displayed and you will see the new map file with a time and date stamp. The map has now been saved and can be reloaded at any time.

### "HELP"

Select to bring up the analog controller (DUALSHOCK®2) configuration for the mapmaker.

### "QUIT MAPMAKER"

Select to quit the mapmaker and return to the Arcade game mode menu. You will need to confirm that you wish to exit. You should save the map if you wish to continue working on it at a later date otherwise it will be lost.

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# NOTES

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- **Danmark** +45 33 26 68 20

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*"4,70 fim/min + ppm avoinna ark 17-21"*

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